

PRIMA'S OFFICIAL STRATEGY GUIDE

David Cassady
Debra McBride

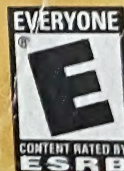


TIPS FOR DNA
DIGIVOLUTION!

DIGIMON WORLD ²



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BAN
DAI



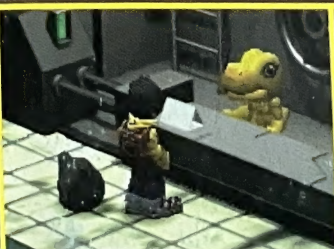
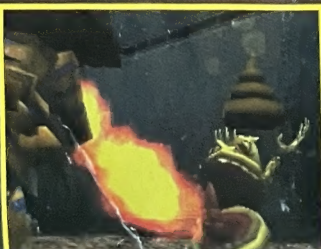
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.



DIGIMON WORLD

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Comic Mischief

DIGITAL DIGIMON MONSTERS

DIGIMON WORLD 2

PRIMA'S OFFICIAL STRATEGY GUIDE



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Debramon and Davidmon would also like to take a moment to acknowledge the fabulous staff at Prima who do so much on each and every one of our projects. In particular, BrookeHallmon, MichelleMedleymon, MichellePritchardmon, and SaraWilsonmon for taking this trip into the wide world of Digimon with us.

Lastly, we'd both like to express our gratitude and love to our families who've been so very, very patient with us over the course of this project. We promise to stop calling the dogs by their new Digimon names.

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INTRODUCTION

A GUARD TAMER'S DESTINY

ENTER THE DIGITAL UNIVERSE OF DIGIMON AND FOLLOW THE ADVENTURES OF AKIRA, A YOUNG GUARD TAMER SWORN TO PROTECT HIS HOME, DIGITAL CITY. DIGIMON ARE REVERTING TO THEIR WILD STATE AND NO ONE KNOWS WHY. AS A GUARD TAMER, YOU MUST DEFEAT THE WILD DIGIMON AS YOU TRY TO UNLOCK THE MYSTERY SURROUNDING THEIR STRANGE BEHAVIOR.

HOWEVER, THESE EVENTS ARE MASKING A MORE INSIDIOUS PLAN. DISCOVERING THE REASON FOR THE WILD DIGIMON'S STRANGE BEHAVIOR IS JUST THE BEGINNING OF A PLOT THAT WILL AFFECT EVERY LIFE ON DIRECTORY CONTINENT.

THE FOLLOWING SECTIONS PROVIDE STRATEGIES FOR SUCCESS AND BATTLE TIPS FOR DEFEATING EVERY BOSS IN EACH DOMAIN.

EACH ITEM AVAILABLE IN *DIGIMON WORLD 2* IS LISTED WITH A DESCRIPTION AND A

COST. A COMPLETE BESTIARY LISTS

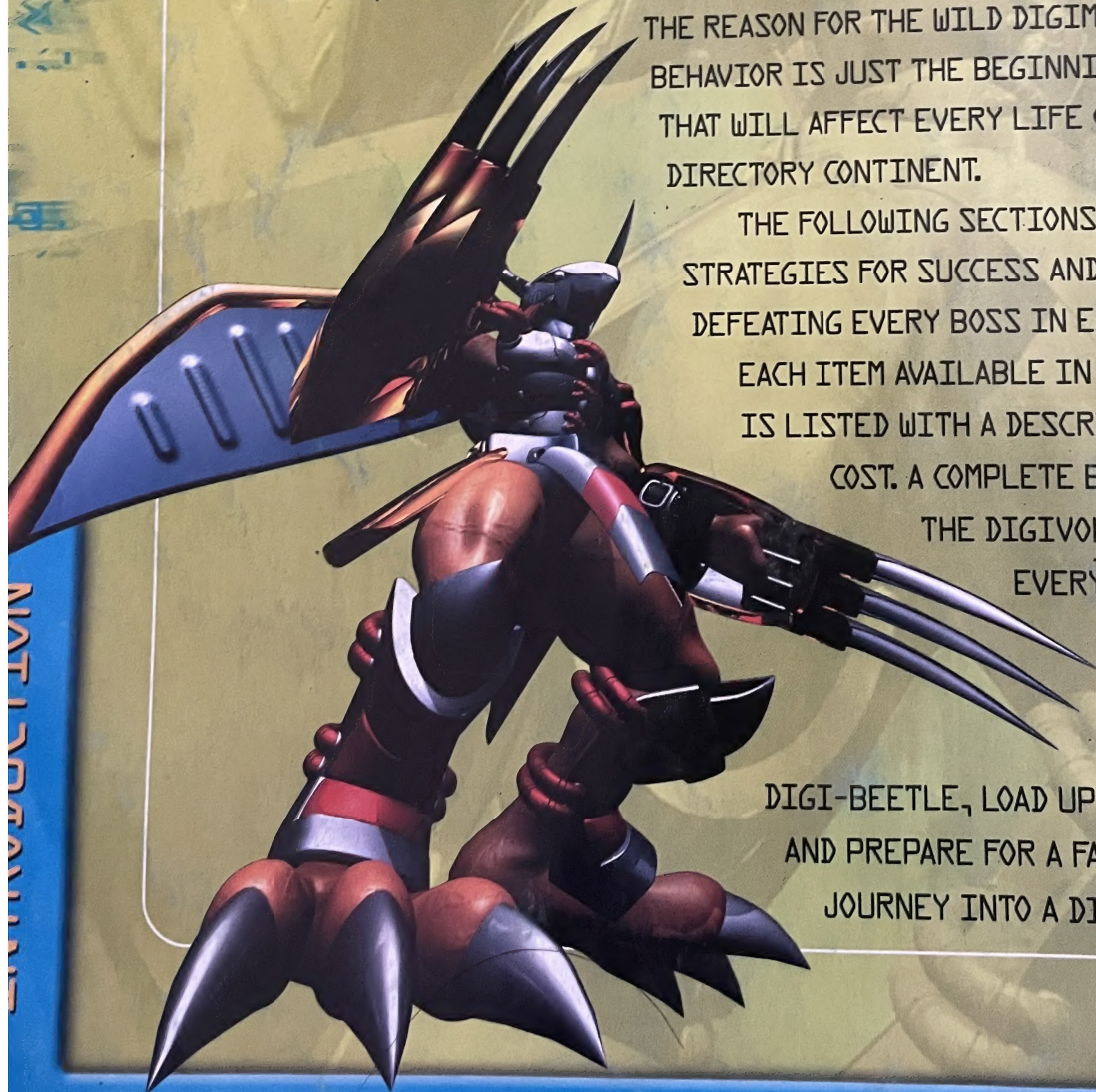
THE DIGIVOLVED FORMS OF EVERY DIGIMON

THROUGH THE MEGA LEVELS.

TUNE UP YOUR

DIGI-BEETLE, LOAD UP YOUR DIGIMON, AND PREPARE FOR A FASCINATING

JOURNEY INTO A DIGITAL UNIVERSE.

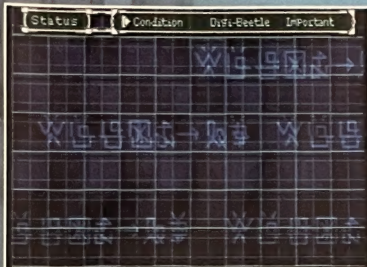


DIGIMON BASICS

THE DIGIMON MENU

Press ● to open the Menu Screen.

STATUS



CONDITION

The Condition Menu displays the condition of the player, the Digi-Beetle, and the Digimon contained within the Digi-Beetle.

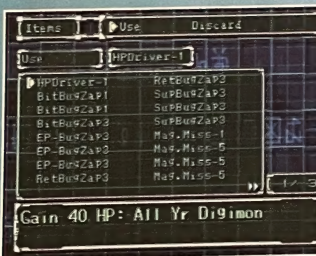
DIGI-BEETLE

This menu displays everything with which your Digi-Beetle is equipped.

IMPORTANT

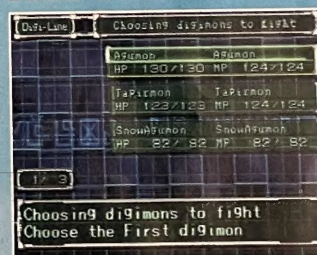
The Important Menu displays all of the key Items you collect.

ITEMS



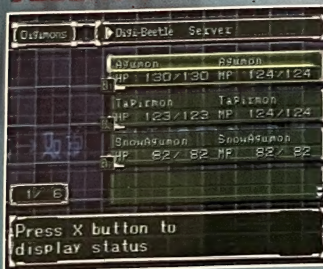
This menu shows the Items you are carrying in your Digi-Beetle. New Items are sent directly to the Server. If you want them on the Digi-Beetle, you have to transfer them.

DIGI-LINE



This is where you choose the battle formation of the Digimon in your Digi-Beetle.

DIGIMON



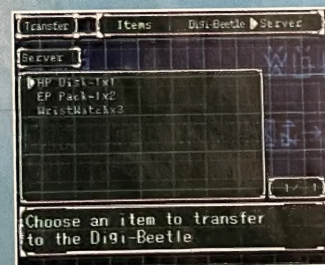
DIGI-BEETLE

This menu shows all of the Digimon you are carrying in your Digi-Beetle, and the Digimon you have on the Server.

SERVER

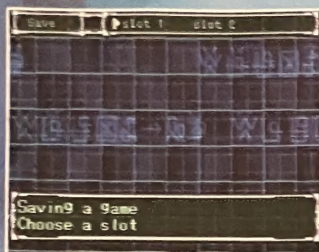
This menu displays a list of all of the Digimon on your Server.

TRANSFER



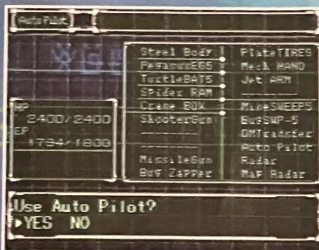
In this menu, you can transfer Items and Digimon between your Digi-Beetle and the Server. You can also donate Digimon to a Guard Team if you do not wish to keep them.

SAVE



You can save the progress of your game here.

USE AUTO PILOT



If you want to return to Digital City from a Domain, select Auto Pilot to be instantly transported to Digital City. Auto Pilot also transports you back to Digital City if your Digi-Beetle runs out of EP, but you will be charged 1,000 BITS to replace Auto Pilot. If you don't have 1,000 BITS, your Auto Pilot will still be replaced.



RPG BASICS

Digimon World 2 has many elements of an RPG. You are on an epic journey across Directory Continent in defense of your home, Digital City. As in most RPGs, the people you talk to are just as important as the battles in which you engage. Obtaining information from the people in a city provides invaluable help in obtaining your goal.

As a Guard Tamer, you are assigned missions to be carried out in Domains across the continent. What you should carry with you, how and when to upgrade your Digi-Beetle, and how to manage your resources is up to you. Even the Type of Digimon you have in your party is your decision after you can befriend different Types of Digimon. The makeup of your party has a direct impact on your success in battle.

Another RPG aspect apparent in *Digimon World 2* is the abundance of Items you can buy, find, and receive as gifts.

DIGI-BEETLE BASICS

BUYING AND TRANSFERRING ITEMS TO AND FROM YOUR DIGI-BEETLE

When you purchase Items and Ammo from the vendors of Digital City, each Item you purchase is automatically placed on the Server.

If you want the Items available to you, transfer them from the Server to your Digi-Beetle before you leave Digital City. You cannot transfer Items to your Digi-Beetle after you have left the City or when you're in a Domain. This applies to everything you purchase, including Parts for your Digi-Beetle.

Items you cannot use any longer or do not wish to carry with you can be transferred back to the Server as long as you are in the City. Space in your Digi-Beetle is scarce. Transfer unneeded Items back to the Server to utilize the space for important Items.

HOW TO PACK THE DIGI-BEETLE

At the beginning of the game, the Tool Box in your Digi-Beetle can hold only eight Items. As you earn more BITS through battle, you can upgrade the Tool Box just as you can other parts of your Digi-Beetle. The larger the Tool Box, the more Items you can hold.

Each part of the walkthrough contains a list of critical Items that you should have in your Tool Box before entering a Domain. This list is not meant to be all-inclusive, but rather a guide to the obstacles in a Domain. The quantity of an Item depends upon the number of BITS you have to spend, the amount of space in your Tool Box, and what obstacles you will be battling.

TRAVELING THROUGH THE DOMAINS

DOMAIN TRAPS AND TROUBLES

BUGS



There are more than traps and enemy Digimon to contend with in the Domains. There are several types of Bugs that attack your BITS and Memory, the EP of your Digi-Beetle, and can even return your Digimon to your Server! Purchase Bug Zaps from the local Ammo Man,

and have a Bug Zapper installed on your Digi-Beetle. If you don't, you won't be able to fire Bug Zaps. You can also purchase BugSWEEPs and have them installed on your Digi-Beetle to detect Bug Nests so you won't step into them accidentally.

LAND MINES

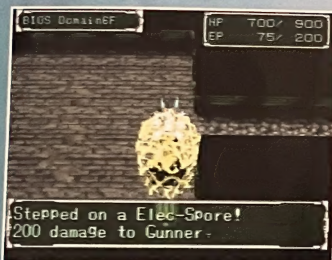


Yellow: Causes damage to BugSweeps
Blue: Causes damage to Missile Gun; unable to move
Green: Causes anything up to 50 HP damage to your Digimon
Purple: Causes damage to Cannon Guns, Missile Guns, Shooter Guns; unable to move straight

Land Mines of various strengths cause HP damage to your Digi-Beetle and your Digimon. Some Land Mines also prevent your Digi-Beetle from moving in a straight line. MineSWEEP installed on your Digi-Beetle can detect some Land Mines, but unless your MineSWEEP has been upgraded to its maximum strength, it will not detect all Land Mines. Purchase ARMs and install them on your Digi-Beetle to disarm Land Mines. ARMs come in varying strengths to disarm Land Mines of different levels.

BARRIERS

ELECTRO-SPORES



Yellow: Causes 200 HP damage to Digi-Beetle
Blue: Causes 600 HP damage to Digi-Beetle
Green: Causes 400 HP damage to Digi-Beetle
Purple: Causes 800 HP damage to Digi-Beetle
Red: Causes 1,000 HP damage to Digi-Beetle

To destroy Electro-Spores, fire Magnetic Missiles from the MissileGun on your Digi-Beetle. You need different types of Magnetic Missiles for the different types of Electro-Spores.

Magnetic Missiles can be purchased from the Ammo Man. The stronger the Magnetic Missile, the more types of Electro-Spores the missile can destroy.

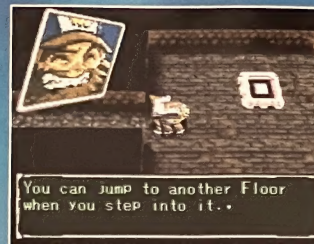
BIG ROCKS



Similar to Electro-Spores, Big Rocks prevent you from entering an area unless you have a Drill Missile to fire at them. Big Rocks are color coded just as Electro-Spores are. The stronger the Drill Missile, the higher the level of Big Rock it can destroy.

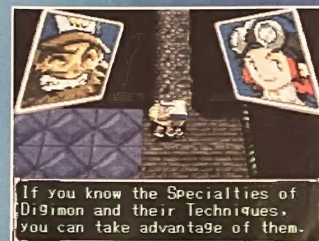
FLOOR FACTS

FLOOR PORTALS



On each Floor of a Domain (except the bottom Floor), there are Floor Portals that take you to the Floor below. After you exit a Floor, you cannot return until you reenter the Domain. If there is a particular Digimon you want to befriend, and you have seen it on a certain Floor of a

SPECIALTY FLOORS



Black: Darkness Specialty
Blue: Water Specialty
Green: Nature Specialty
Gold: Machine Specialty
Red: Fire Specialty

If your Digimon is of the same Specialty as the Floor he or she is battling on, the power of his or her Offenses and Defenses increases along with his or her overall Attack Power.

For example, if your Digimon have Water Specialties and are on a Blue Floor, their Offenses and Defenses increase. Pay attention to your Digimon's Specialties to take advantage of Specialty Floors.

ACID SWAMPS



There are Acid Swamps on some Floors. Acid causes significant damage to your Digi-Beetle's Body.

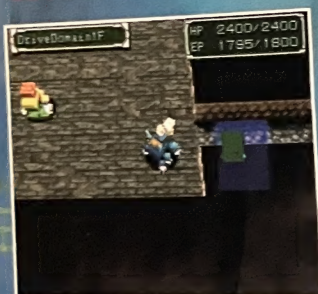
There are special tires you can buy for your Digi-Beetle that will protect you as you cross these Floors. Until you can afford to

purchase the special tires, avoid these Acid Swamps.

Yellow Acid: Causes 50 HP Damage to Digi-Beetle
Green Acid: Causes 100 HP Damage to Digi-Beetle
Blue Acid: Causes 150 HP Damage to Digi-Beetle
Purple Acid: Causes 200 HP Damage to Digi-Beetle
Red Acid: Causes 250 HP Damage to Digi-Beetle



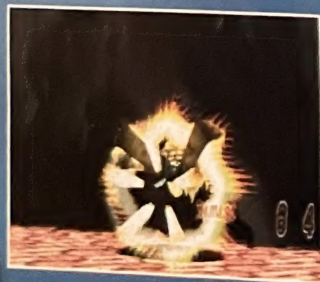
CUTTING CORNERS



Most of the time you move your Digi-Beetle in a straight line. However, occasionally you move at an angle to cross a room. Moving at an angle will save precious EP and may allow you to avoid a costly confrontation.

BASIC BATTLE TACTICS

THE BATTLE SCREEN



When you engage in battle with a wild Digimon, a Battle Screen appears in the battle arena.

If you want to battle the Digimon, select Command from the Battle Screen. Each of your Digimon have a Battle Command and a Guard

Command. To make your Digimon battle, select Battle from the menu, then select the type of Attack you want your Digimon to use. Each Attack uses a certain amount of MP. As long as your Digimon has enough MP to execute an Attack, that Attack is available in the menu.

If you choose to have your Digimon Guard, select Guard from the menu. On his or her turn, the Digimon you have selected to Guard will not attack the wild Digimon. Each time you have your Digimon Guard, they recoup a small amount of MP.

If you are in a battle that is taking a turn for the worse, select Run Away on your turn. If you choose to run, you will not gain any EXP, nor will you earn any BITS.

WHEN TO RUN AWAY



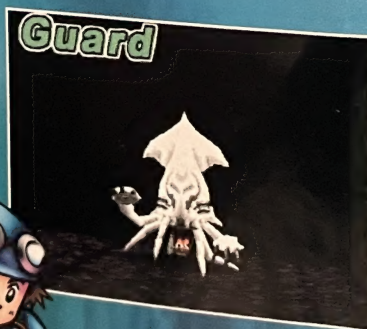
Not every battle you encounter in will be successful. Sometimes you encounter an enemy Digimon party that is very powerful. It's also a good idea to run when you're trying to conserve HP and MP for a Boss Fight. If you select Run Away from the Battle Menu, you may be

MISSED ATTACKS



During the heat of battle, some of your Attacks may miss. You may miss due to an Attack executed by an enemy Digimon or to lack of experience in your Digimon. Missed Attacks are frustrating and costly, but if you miss, the MP you would have used is not deducted from your Digimon MP total.

USING MP AND LOSING HP



Every Attack uses MP. If a Digimon's MP is exhausted in battle, you can either restore MP by using a Disk or other Item designed for that purpose, or use your turn to guard, which recoups a small amount of MP. Remember that guarding ends your turn for that Digimon, so you will not be able to Attack.

Your Digimon lose HP for every hit they take in battle. Use Disks to restore your HP. Guarding will not restore lost HP. If all of your Digimon's HP reaches zero, your game ends.



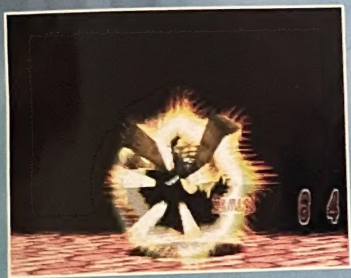
STATUS EFFECTS



Some enemy Digimon have Attacks that affect more than one of your Digimon. If any of your Digimon are affected by Poisoning, Paralysis, or Confusion, an icon appears in your Digimon's information box on the Battle Screen. If three

icons appear in the information box, your Digimon fades away. Fortunately, there are cures for Poisoning, Paralysis, and Confusion, which you must use before issuing battle commands to your Digimon. The cures are transmitted to your Digimon through the Cannons on your Digi-Beetle. If your Digi-Beetle is not equipped with the right type of Cannons, you will not be able to aid your affected Digimon. Curing your Digimon does not relinquish any of your Digimon's turns.

LEVELING UP



You earn Experience Points (EXP) from every successful encounter. As your Digimon party earns points, their levels rise. Sometimes your Digimon learn new skills when their levels increase. At certain levels, you can digivolve them at a Digivolve/DNA Digivolve Lab.

Go to a Digivolve/DNA Digivolve Lab soon after your Digimon reach these level cut-offs or you may miss an opportunity to learn a new skill. For more information on digivolving, consult "Digivolution and DNA Digivolution."

BEFRIENDING DIGIMON

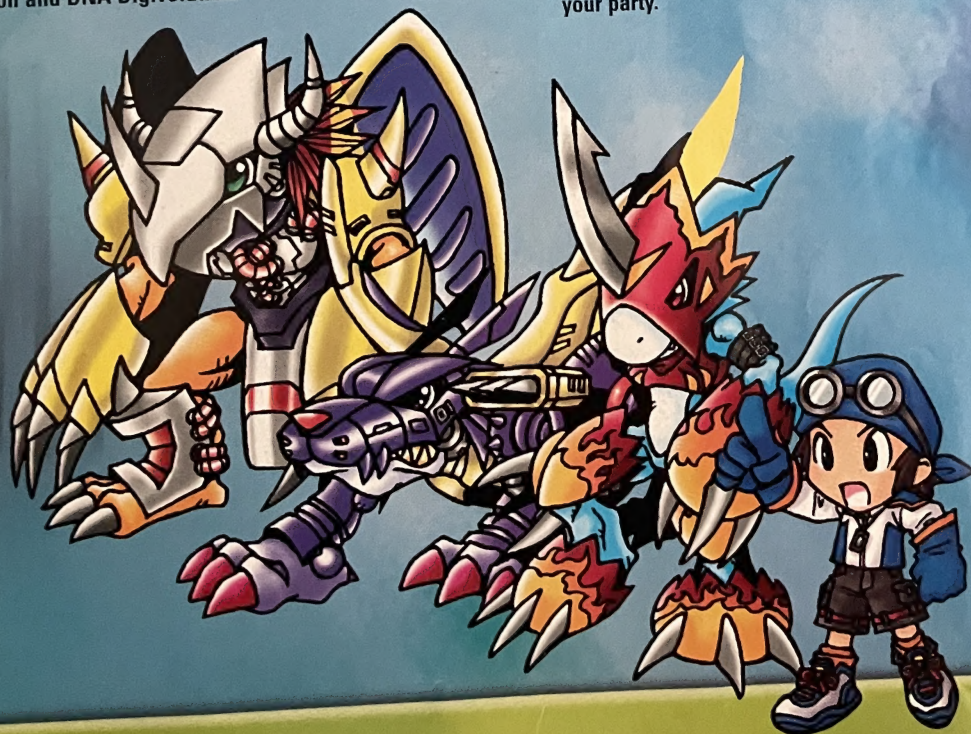


If you want wild Digimon to join your party, befriend them. Before you head out in search of a new Digimon friend, clear space in your Digi-Beetle in case you are fortunate enough to befriend one.

To persuade wild Digimon to join your party, present them with Gifts. There are different Gifts for each type of Digimon: Virus, Vaccine, and Data. At first you will only be able to purchase gifts for the Type of Digimon you control. Later, you can purchase gifts for all Types of Digimon. The higher the level of Gift, the more likely you will be able to befriend a wild Digimon. Higher-level wild Digimon require more Gifts.

To give Gifts, press ■ as soon as you enter a room occupied by enemy Digimon. Information on the wild Digimon is displayed in the information box. Press × to open a secondary menu and select a Gift. Press × again to fire the Gift at the wild Digimon. A message tells you if the wild Digimon has accepted, rejected, or ignored your Gift. If the wild Digimon accepts your Gift, you may see a small heart appear above its head. There are three heart stages when presenting a wild Digimon with Gifts. A small red heart, a large pink heart, and finally a large red heart. The higher level of heart you get, the higher the chance a wild Digimon will join your party.

By this time, the enemy will be very near and will engage you in battle. After you defeat the enemy Digimon, he or she may ask to join you. The last Digimon standing will want to join your party.



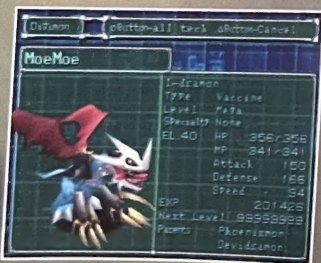
THE SECRETS OF DIGIVOLUTION

THE SECRETS OF DIGIVOLUTION

THE MAKE-UP OF YOUR DIGIMON TEAM HAS A TREMENDOUS IMPACT ON YOUR QUEST. WITHOUT THE STRENGTH, YOU CAN'T OVERCOME THE OBSTACLES IN YOUR PATH. TRAINING YOUR DIGIMON IS AN IMPORTANT ASPECT OF THE GAME. AS YOUR DIGIMON REACH HIGHER LEVELS, YOU CAN DIGIVOLVE THEM INTO STRONGER DIGIMON. AS THEY BECOME STRONGER, THEY CAN LEARN NEW ATTACKS TO USE IN BATTLE AND INCREASE THEIR STATISTICS.

DIGIVOLVING VERSUS DNA DIGIVOLVING

There are two types of digivolution: digivolving and DNA digivolving. Normal digivolution is when one of your Digimon reaches level 11, 21, and 31. Take your Digimon to a Digivolving Lab when it reaches these levels and have it digivolve into a new Digimon. By doing this, you'll be able to learn new Attacks when your Digimon reaches levels 12, 22, and 32. Your Digimon will achieve a rank of Champion, Ultimate, or Mega. If you wait too long, you may miss the opportunity to learn a new Attack, so pay attention to your Digimon's levels while exploring the Domains. If you don't want to leave a Domain when a Digimon hits one of the key levels, switch it out for another Digimon and visit a Digivolving Lab later in the game.



A well trained Digimon has access to lots of Attacks and high levels.

NOTE

Digimon have four ranks:

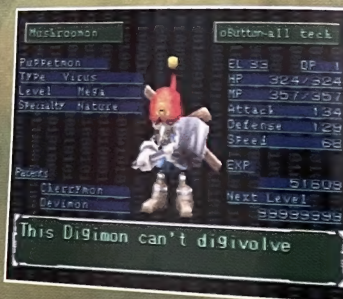
- Levels 0-11 are Rookie Digimon
- Levels 11-21 are Champion Digimon
- Levels 21-31 are Ultimate Digimon
- Levels 31 and higher are Mega Digimon

If your Digimon's level passes these cutoff points, visit a Digivolution Lab soon or you'll miss out on learning new Attacks.

Most Digimon can digivolve into at least one other Type of Digimon, and some can digivolve into one of several Types of Rank Digimon. The Type of Digimon your Digimon digivolves into is determined by the DP (Digivolution Points) your Digimon has acquired. Digivolution Points are gained by DNA digivolving your Digimon and by using hard-to-find special Items. These can be found throughout the Domains or won in Tournaments. An example of a special Item is a DNA Up Chip.

NOTE

You can only see a Digimon's DP amount when digivolving at a Digivolution Lab.

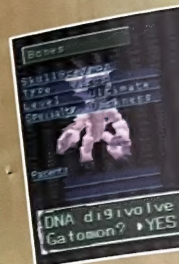


Not all Digimon can digivolve. Mega Digimon cannot because they are the highest Rank possible. Many Ultimate-Rank and Champion-Rank Digimon do not have an advanced form. Pay close attention to our bestiary section or you may be disappointed when you visit a Digivolution Lab.

THE MYSTERY OF DNA DIGIVOLUTION

DNA digivolution is more complex than normal digivolution. The process combines two Digimon of Champion Rank or higher to create a new Digimon. The new Digimon can achieve higher levels than his or her parents could and has access to a wider variety of techniques in battle. DNA digivolution is the best way to strengthen your party.

Let's take a closer look at the DNA digivolution process. First you need two parent Digimon of Champion Rank or higher. The parents can be of any Type, but you may not be able to DNA digivolve specific Types at the beginning of the game. For instance, Virus- and Data-Type Digimon at their headquarters. After you reach other areas, however, you'll be able to use their facilities to DNA digivolve any combination.



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NOTE

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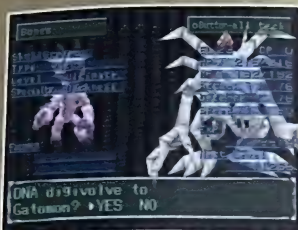
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THE SECRETS OF DIGIVOLUTION



Combining the two parent Digimon yields a new Digimon. The kind of Digimon you receive is determined by the parents. Before the process begins, you are told what Digimon you'll

receive. If you aren't getting the Digimon you want, mix and match other parents to see what you get.

NOTE

Instead of relying on three Digimon, develop several throughout the game. In the final stages you should have five to six Digimon at your disposal. This allows you to brave the Domains fearlessly. If your Digimon take a lot of damage from random encounters, you'll be able to switch around your Digi-Line and continue to the end. Try to have two of each Type: Data, Vaccine, and Virus.

The offspring of the two parents can learn any Attacks its parents know. The more times you DNA digivolve with a variety of Digimon, the more Attacks the offspring will be able to use in battle. Such variety strengthens your party and gives you more options when attacking. The offspring will have a higher maximum level than its parents did. At the beginning of the game, most Digimon can only reach level 13 or 14 before they stop gaining experience. When they stop gaining experience, consider DNA digivolving them with other maxed-out Digimon—you'll waste valuable EXP with every battle if you don't.

NOTE

Exercise caution when DNA digivolving. Leave yourself with at least one strong Digimon at all times. You'll be too weak if you only have Rookie Digimon at your disposal.

The maximum level of your new Digimon is determined by the levels of its parents. There's a simple formula for determining the offspring's maximum level: Divide the weaker parent's level by five and add this to the stronger parent's level. The result is the level your new Digimon can achieve.

EXAMPLE #1

Parent #1: Ninjamon at Level 18
Parent #2: Centarumon at Level 15

$$18 + (15/5) = 21$$

Offspring: Patamon with a maximum level of 21

In this case the parents are Champion-Rank Digimon. Since Ninjamon's level is higher than Centarumon's level, it is used as the base for the new Digimon's level. Take Centarumon's level of 15 and divide it by 5 to get 3. Add this to the Ninjamon's level to find that Patamon's maximum level is 21, which allows him to grow into an Ultimate-Rank Digimon.

EXAMPLE #2

Parent #1: AeroVeedramon at Level 29
Parent #2: Raidramon at Level 24

$$29 + (24/5) = 33$$

Offspring: Flamedramon with a maximum level of 33

In this instance, we start with two Ultimate-Rank Digimon. Divide Raidramon's level of 24 by 5 and you'll get 4 with a remainder. All figures are rounded down, so the figure stays at 4 rather than boosting to 5. Add 4 to 29 to discover that Flamedramon's maximum level is 33.

EXAMPLE #3

Parent #1: Digitamamon at Level 29
Parent #2: Wizardmon at Level 16

$$29 + (16/5) = 32$$

Offspring: Patamon with a maximum level of 32

Here you have one Ultimate-Rank and one at Champion-Rank Digimon. Divide Wizardmon's level of 16 by 5 to get 3. Add 29 and 3 to find that the offspring is a Rookie-Rank Patamon with a maximum level of 32. When you combine Digimon of different Ranks, the offspring will always be one rank lower than the weaker parent. Similarly, when the parents are of the same Rank, the offspring is one rank lower than the parents. So if you combine two Mega-Rank Digimon you get an Ultimate-Rank Digimon, but if you combine a Mega-Rank and a Champion-Rank Digimon you get a Rookie-Rank Digimon.

The parents determine the kind of Digimon you get when DNA digivolving. This is a very complicated aspect of the game. In the bestiary section, we tell you what to combine to get specific Digimon, but it is still difficult to produce the Digimon you want at a certain time. Try a lot of variations and befriend a wide variety of Digimon so you aren't limited to a small set of Digimon and their techniques.

As you advance in the game, you encounter stronger wild Digimon, which you can befriend. Although their levels are high, they don't know many Attacks, so even they can benefit from DNA digivolving. When your Digimon reach Mega Rank, continue to combine them with other Digimon to gain new Attacks and raise their maximum levels.

When combining two Digimon, their current levels are used for the equation. If you have a Digimon whose maximum level is 36 and you DNA digivolve it at level 31, you forfeit five levels! Always max out your Digimon's EXP before DNA digivolving them, or you'll end up with a weaker party in the long run.

THE SECRETS OF
DIGIVOLUTION

DIGI-BEETLE PARTS AND ITEMS

DIGI-BEETLE PARTS

THE PARTS AND ITEMS LISTED BELOW ARE PURCHASED, FOUND, AND AWARDED TO YOU. IF AN ITEM HAS N/A FOR THE COST, IT CANNOT BE PURCHASED.

DIGI-BEETLE SHELLS

The Digi-Beetle Shell is the outer covering of your Digi-Beetle. You cannot purchase Shells, but you can upgrade them when you receive new materials for feats you complete. The raw materials will be fashioned into a Digi-Beetle Shell that needs to be installed on your Digi-Beetle. Chief Engineer Maestro will perform the installation. The type of Shell your Digi-Beetle has determines many of the Parts you can use to equip it.

Shell Name	Description
Steel Body	Steel Body: Max 3 Cannons
Titan Body	Titanium Body: 4 Cannons
Admant Body	Admantium Body: 5 Cannons

DIGI-BEETLE ENGINES

The Engine size for your Digi-Beetle reflects your Digi-Beetle's HP. Engines can be converted from their original state (1) to their maximum state (5) before you must purchase a new Engine.



Engine Name	HP Maximum	Compatible Body	Cost
Wolf EG-1	800	Steel	1,000
Wolf EG-2	900	Steel	150
Wolf EG-3	1,000	Steel	300
Wolf EG-4	1,100	Steel	450
Wolf EG-5	1,200	Steel	600
Lion EG-1	1,200	Steel	2500
Lion EG-2	1,300	Steel	250
Lion EG-3	1,400	Steel	500
Lion EG-4	1,500	Steel	750
Lion EG-5	1,600	Steel	1,000
Tiger EG-1	1,600	Steel	5,000
Tiger EG-2	1,700	Steel	500
Tiger EG-3	1,800	Steel	1,000
Tiger EG-4	1,900	Steel	1,500
Tiger EG-5	2,000	Steel	2,000
Pegasus EG-1	2,000	Steel/Titan	20,000
Pegasus EG-2	2,100	Steel/Titan	750
Pegasus EG-3	2,200	Steel/Titan	1,500
Pegasus EG-4	2,300	Steel/Titan	2,250
Pegasus EG-5	2,400	Steel/Titan	3,000
Griffin EG-1	2,400	Titan	30,000
Griffin EG-2	2,500	Titan	1,000
Griffin EG-3	2,600	Titan	2,000
Griffin EG-4	2,700	Titan	3,000
Griffin EG-5	2,800	Titan	4,000
Wyvern EG-1	2,800	Titan	40,000
Wyvern EG-2	2,900	Titan	1,500
Wyvern EG-3	3,000	Titan	3,000
Wyvern EG-4	3,100	Titan	4,500
Wyvern EG-5	3,200	Titan	6,000
Dragon EG-1	3,200	Titan/Admant	80,000
Dragon EG-2	3,300	Titan/Admant	2,000
Dragon EG-3	3,400	Titan/Admant	4,000
Dragon EG-4	3,500	Titan/Admant	6,000
Dragon EG-5	3,600	Titan/Admant	8,000
Giant EG-1	3,600	Admant	95,000
Giant EG-2	3,700	Admant	3,000
Giant EG-3	3,800	Admant	6,000
Giant EG-4	3,900	Admant	9,000
Giant EG-5	4,000	Admant	12,000
Mammoth EG-1	4,000	Admant	99,000
Mammoth EG-2	4,100	Admant	21,000
Mammoth EG-3	4,200	Admant	10,000
Mammoth EG-4	4,300	Admant	20,000
Mammoth EG-5	4,400	Admant	20,000
Maximus EG	9,999	Admant	???

DIGI-BEETLE PARTS AND ITEMS

DIGI-BEETLE MEMORY (RAM)

The Memory your Digi-Beetle contains determines how many Digimon your Digi-Beetle can hold.

Name	Description	Compatible Body	Cost
Ant RAM	Holds 4 Digimon	Steel/Titan/Admant	300
Wasp RAM	Holds 5 Digimon	Steel/Titan/Admant	5000
Spider RAM	Holds 6 Digimon	Steel/Titan/Admant	7000
Mantis RAM	Holds 7 Digimon	Titan/Admant	10,000
Hornet RAM	Holds 8 Digimon	Admant	20,000
Beetle RAM	Holds 12 Digimon	Admant	???

BATTERY

The more EP your Digi-Beetle's Battery has, the farther your Digi-Beetle can travel.

Battery Name	EP	Compatible Body	Cost
Crab BAT-1	100	Steel/Titan/Admant	500
Crab BAT-2	200	Steel/Titan/Admant	500
Crab BAT-3	300	Steel/Titan/Admant	500
Crab BAT-4	400	Steel/Titan/Admant	500
Crab BAT-5	500	Steel/Titan/Admant	500
Turtle BAT-1	1,000	Steel/Titan/Admant	1,000
Turtle BAT-2	1,200	Steel/Titan/Admant	500
Turtle BAT-3	1,400	Steel/Titan/Admant	500
Turtle BAT-4	1,600	Steel/Titan/Admant	500
Turtle BAT-5	1,800	Steel/Titan/Admant	500
Shark BAT-1	2,000	Titan/Admant	3,000
Shark BAT-2	2,200	Titan/Admant	1,000
Shark BAT-3	2,400	Titan/Admant	1,000
Shark BAT-4	2,600	Titan/Admant	1,000
Shark BAT-5	2,800	Titan/Admant	1,000
Orca BAT-1	3,000	Admant	10,000
Orca BAT-2	3,200	Admant	2,000
Orca BAT-3	3,400	Admant	2,000
Orca BAT-4	3,600	Admant	2,000
Orca BAT-5	3,800	Admant	2,000
Whale BAT	9,999	Admant	???

TOOL BOXES

You use your Tool Box to carry Items in your Digi-Beetle. Each Tool Box has a maximum number of Items it can carry. As you travel to more difficult Domains, you'll need to carry more Items, so remember to enlarge your Tool Box.

Name	Description	Compatible Body	Cost
DodoBOX	8 Items	Steel/Titan/Admant	500
CrowBOX	16 Items	Steel/Titan/Admant	3,000
CraneBOX	24 Items	Steel/Titan/Admant	6,000
StorkBOX	32 Items	Titan/Admant	10,000
HawkBOX	40 Items	Admant	20,000
EagleBOX	48 Items	Admant	???



DIGI-BEETLE PARTS AND ITEMS

DIGI-BEETLE PARTS AND ITEMS

AMMUNITION

There is a wide variety of ammunition to help you combat obstacles in the domains. Ammunition is specific to the types of obstacles. A level 5 Item can delete everything from a level 5 through level 1, and a level A Item can delete everything from a level A through level C.

Ammo Name	Description	Cost
Magnetic Missile-1	Delete Yellow Electro-Spore	300
Magnetic Missile-2	Delete Green Electro-Spore	600
Magnetic Missile-3	Delete Blue Electro-Spore	900
Magnetic Missile-4	Delete Purple Electro-Spore	1,200
Magnetic Missile-5	Delete Red Electro-Spore	1,500
DrillMiss-1	Destroy Yellow Big Rocks	300
DrillMiss-2	Destroy Green Big Rocks	600
DrillMiss-3	Destroy Blue Big Rocks	900
DrillMiss-4	Destroy Purple Big Rocks	1,200
DrillMiss-5	Destroy Red Big Rocks	1,500
WaveMiss-1	Clear Yellow Electro-Spore/Big Rock	500
WaveMiss-2	Clear Green Electro-Spore/Big Rock	1,000
WaveMiss-3	Clear Blue Electro-Spore/Big Rock	1,500
WaveMiss-4	Clear Purple Electro-Spore/Big Rock	2,000
WaveMiss-5	Clear Red Electro-Spore/Big Rock	2,500
BitBugZap1	Zap BitBug: Power Level-C	300
BitBugZap2	Zap BitBug: Power Level-B	600
BitBugZap3	Zap BitBug: Power Level-A	1,500
EP-BugZap1	Zap Energy Bug: Power Level-C	300
EP-BugZap2	Zap Energy Bug: Power Level-B	600
EP-BugZap3	Zap Energy Bug: Power Level-A	1,500
RetBugZap1	Zap Return Bug: Power Level-C	300
RetBugZap2	Zap Return Bug: Power Level-B	600
RetBugZap3	Zap Return Bug: Power Level-A	1,500
MemBugZap1	Zap Memory Bug: Power Level-C	300
MemBugZap2	Zap Memory Bug: Power Level-B	600
MemBugZap3	Zap Memory Bug: Power Level-A	1,500
SupBugZap1	Zap all Bugs: Power Level-C	500
SupBugZap2	Zap all Bugs: Power Level-B	1,000
SupBugZap3	Zap all Bugs: Power Level-A	2,500
Fire Blast Attack	Z-Bomb: Flame Damage: 1 Foe	300
WaterArrow	Z-Bomb: Water Damage: 1 Foe	300
Flash Bolt	Z-Bomb: Nature Damage: 1 Foe	300
Iron Fist	Z-Bomb: Mech Damage: 1 Foe	300
Dark Fear	Z-Bomb: Dark Damage: 1 Foe	300
Inferno	Z-Bomb: Flame Damage: All Foes	900
Blizzard	Z-Bomb: Water Damage: All Foes	900
Hurricane	Z-Bomb: Nature Damage: All Foes	900
RustStorm	Z-Bomb: Mech Damage: All Foes	900
Black Hole	Z-Bomb: Dark Damage: All Foes	900
Data Steel	Data RayBomb: Boost Defense Power	300
Data Candy	Data RayBomb: Lower Defense Power	300
Data Macho	Data RayBomb: Boost Offense Power	300
Data Weak	Data RayBomb: Lower Offense Power	300
VAC. Steel	Vaccine RayBomb: Boost Defense Power	300
VAC. Candy	Vaccine RayBomb: Lower Defense Power	300
VAC. Macho	Vaccine RayBomb: Boost Offense Power	300
VAC. Weak	Vaccine RayBomb: Lower Offense Power	300
VIR. Steel	Virus RayBomb: Boost Defense Power	300
VIR. Candy	Virus RayBomb: Lower Defense Power	300
VIR. Macho	Virus RayBomb: Boost Offense Power	300
VIR. Weak	Virus RayBomb: Lower Offense Power	300



DIGI-BEETLE PARTS
AND ITEMS

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17

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GIFTS

To befriend a wild Digimon, you must offer Gifts and the Digimon must accept them. It may take several Gifts to sway a high-level Digimon.

Gift Name	Description	Cost
Toy Car	Level E: All Digimon	500
Toy Truck	Level D: All Digimon	1,000
Toy Tank	Level C: All Digimon	2,000
Toy Boat	Level B: All Digimon	4,000
Toy Plane	Level A: All Digimon	8,000
Card Game	Level E: Data Digimon	100
Digivice	Level D: Data Digimon	250
CD Game	Level C: Data Digimon	700
DVD Game	Level B: Data Digimon	1,600 (1)
Laptop PC	Level A: Data Digimon	3,400 (1)
WristWatch	Level E: Vaccine Digimon	100
CD Player	Level D: Vaccine Digimon	250
Cell Phone	Level C: Vaccine Digimon	700
DigiCamera	Level B: Vaccine Digimon	1,600 (2)
DVD Player	Level A: Vaccine Digimon	3,400 (2)
Kickboard	Level E: Virus Digimon	100
Skateboard	Level D: Virus Digimon	250
Skis	Level C: Virus Digimon	700
Snowboard	Level B: Virus Digimon	1,600 (3)
Surfboard	Level A: Virus Digimon	3,400 (3)

- (1) Blue Falcon Headquarters Only
 (2) Gold Hawk Headquarters Only
 (3) Black Sword Headquarters Only

RECOVERY ITEMS

These Items restore HP or MP for your Digimon and your Digi-Beetle.

Item Name	Description	Cost
HP Disk-1	Recover 40 HP: 1 Digimon	200
HP Disk-2	Recover 80 HP: 1 Digimon	400
HP Disk-3	Recover 160 HP: 1 Digimon	800
MP Disk-1	Recover 40 MP: 1 Digimon	300
MP Disk-2	Recover 80 MP: 1 Digimon	600
MP Disk-3	Recover 160 MP: 1 Digimon	1,200
Anti-Dote	Cure Poisoning: 1 Digimon	300
AntiFreeze	Cure Paralysis: 1 Digimon	300
Anti-Mixup	Cure Confusion: 1 Digimon	300
Power Disk	Recover Status: 1 Digimon	1,000
Mech Fix	Recover 100 HP: Digi-Beetle	5,000
MechFix-EX	Recover 500 HP: Digi-Beetle	1,000
Parts Fix	Repair 1 broken Digi-Beetle part	600
EP Pack-1	Recover 100 EP to Battery	100
EP Pack-2	Recover 200 EP to Battery	500
EP Pack-3	Recover 500 EP to Battery	1,000
HP Driver-1	Gain 40 HP: All Digimon	500
HP Driver-2	Gain 80 HP: All Digimon	1,000
HP Driver-3	Gain 160 HP: All Digimon	2,000
MP Driver-1	Gain 40 MP: All Digimon	800
MP Driver-2	Gain 80 MP: All Digimon	1,600
MP Driver-3	Gain 160 MP: All Digimon	2,400
EX Driver	Restore Status: All Digimon	??
Max Driver	Full HP/MP: All Digimon	??
Data-HPROM	Full HP: 1 Data Digimon	300
Data-MEPROM	Full MP: 1 Data Digimon	300
Data-RVROM	Revive: 1 Data Digimon	300
VAC-HPROM	Full HP: 1 Vaccine Digimon	300
VAC-MEPROM	Full MP: 1 Vaccine Digimon	300
VAC-RVROM	Revive: 1 Vaccine Digimon	300
VIR-HPROM	Full HP: 1 Virus Digimon	300
VIR-MEPROM	Full MP: 1 Virus Digimon	300
VIR-RVROM	Revive: 1 Virus Digimon	300



DIGI-BEETLE PARTS AND ITEMS

DIGIMON ENHANCERS

In addition to battling for EXP, you can artificially inflate the stats of your Digimon with the Items listed below.

Item Name	Description
DNA-DnChip	Lower DNA-Digivolve 1 Point
DNA-UpChip	Boost DNA-Digivolve 1 Point
EXP Chip	Boost Your Experience Points
HP Chip	Boost Digimon's HP to Max
MP Chip	Boost Digimon's MP to Max
Power Chip	Boost Digimon's Offense Power
Armor Chip	Boost Digimon's Defense Power
Speed Chip	Boost Your Digimon's Speed



IMPORTANT

You find or are given Special Items, you cannot purchase them. They are listed in the Special section of the submenu.

Item Name	Description
Admantium Core	Admantium for Admant Body
BlackS-Mark	Sign of Black Sword Guards
BlueF-Mark	Sign of Blue Falcon Guards
Converter	Very old Converter Part
Data Patch	Data Digital DNA Patch
DB-Browser	Gives access to Digi-Beetle/Server
Dynamo Part	Very old Dynamo Part
Electroder	Boosts Energy Wave
Entry Pass	Gives access to Coliseum
GoldH-Mark	Sign of Gold Hawk Guards
Greymon Ring	Ring of a Chaos General
Gyro Radar	Very old Gyro Radar Part
Junk Parts	You get this free. Your Parts change to Junk Parts when the Digimon are affected by the virus.
Message-1	Get Ikkakumon, Yanmamon & Syakomon
Message-2	Please get Andromon!
Message-3	I'm waiting at DVD Domain!
Message-4	I await at Power Domain!
Navi-Disk	File Island Locator Disk
Old Map	Map of a long lost Domain
Piedmon Ring	Ring of a Chaos General
Red Order	Find Archive Ship
Seadramon Ring	Ring of a Chaos General
Ship Key	Archive Ship Master Key
Tamer License	Proof of Tamer License
Titanium Core	Titanium for Titan Body
Vaccine Patch	Vaccine Digital DNA Patch
Virus Patch	Virus Digital DNA Patch
Wild Code	Limits Digimon's wild Instincts
X-Mech Part	the Blood Knights' Mark is on this Part



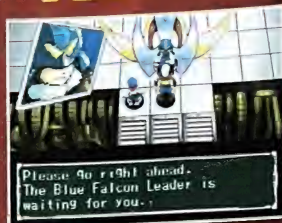
DIGI-BEETLE
AND ITEMS



TRAINING MISSION

BOOT DOMAIN
NUMBER OF FLOORS: 2

GO TO BOOT DOMAIN AND DESTROY LEOMON



Please go right ahead.
The Blue Falcon Leader is waiting for you.

Mr. Zudokorn and the new cadet are summoned to the Blue Falcon Leader. This is the final training mission. After you complete it, you will join a guard unit to protect and defend Digital City.

After receiving your orders, you are off to retrieve Mr. Zudokorn's Digi-Beetle and begin your mission.



Mission Chief Carol: Of course, your Digi-Beetle is standing by.

Take the Digi-Beetle to Boot Domain by selecting Boot Domain on the map, then pressing X to enter.



ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
Gizamon	Virus	Rookie
Gazimon	Virus	Rookie
Leomon	Vaccine	Champion
Veedramon	Vaccine	Champion
ToyAgumon	Vaccine	Rookie

CRITICAL ITEMS LIST

HP Disk-1
MP Disk-1

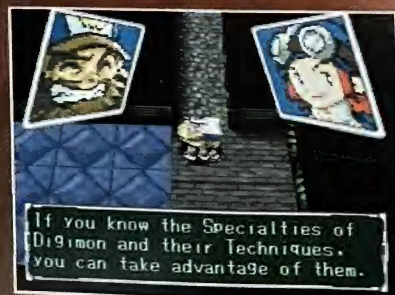


With the firepower of Mr. Zudokorn's three Digimon at your disposal, Gizamon and Gazimon won't pose a serious threat.



You can jump to another Floor when you step into it.

When you reach the Floor Portal, steer the Digi-Beetle onto it to go to the second Floor.



If you know the Specialties of Digimon and their Techniques, you can take advantage of them.

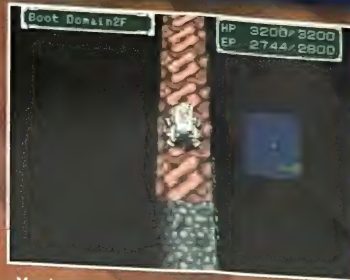
As you travel around the second Floor in Boot Domain, you notice the Specialty Floors. These Floors are different colors, which correspond to different Digimon Specialties. The Blue Floors, for example, are Water Specialty Floors. If your Digimon is of the same Specialty as the Floor he is battling on, the power of his Offensive and Defensive Techniques will increase, as will overall attack power.

TRAINING MISSION

BOSS: LEOMON

BOSS TEAM
Veedramon
Leomon
ToyAgumon

MR. ZUDOKORN'S/CADET'S TEAM
Akagi
Naomi
Dinogon



You're nearing the Boss when the hallway Floor color changes to red.



This wild Boss Digimon doesn't think too highly of Tamers.



All of your Digimon are healthy and ready to battle, so order them to do so. This is the last battle for this area, so don't worry about saving your strongest attacks.



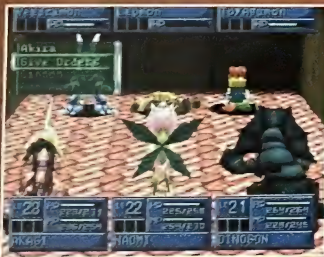
Have Akagi start with the Ice Blast. This Attack will hit all three enemy Digimon.



Naomi's Flower Cannon will fire a blast at only one enemy. Choose Leomon, the leader of the enemy pack, for this special treat.

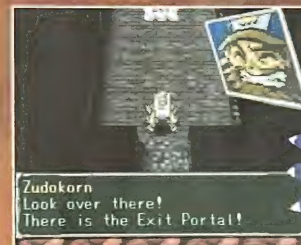


Dinogon's Tri-Horn Attack is costly; it uses 16 MP, but it's very effective.



The first assault should eliminate Leomon. The remaining two enemies are easy in comparison.

Blast the enemy Digimon with your heaviest Attacks to end this battle quickly. One more round should finish them off. Your team earns 530 BITS for defeating the Boss of Boot Domain.



Drive to the Exit Portal in the next room. Enter the Floor Portal to complete your mission.



DIGITAL CITY



LEGEND

- A Main Gate
- B Coliseum
- C Digimon Center
- D Tamer's Club
- E Black Sword Team
- F Blue Falcon Team
- G Gold Hawk Team

It is time for you to join a Guard Team and become a real Tamer. By law, an active Tamer must belong to one of three Guard Teams.

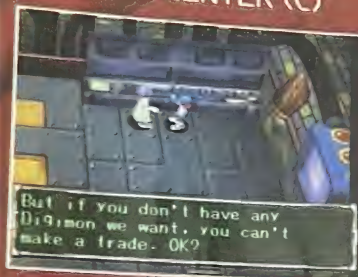
Mr. Zudokorn makes arrangements for you to get your own Digi-Beetle and a Tamer License to prove that you have become a real Tamer. The Digi-Beetle assigned to you comes with a Steel Body designed for beginners. Now it's time to join a Guard Team.

COLISEUM (B)



You can't participate in the Tournaments in the Coliseum until you have an Entry Pass. An Entry Pass is only given to a Tamer when that Tamer's Guard Team Leader believes he or she is ready. After you have an Entry Pass, take it to registration.

DIGIMON CENTER (C)



You can trade Digimon at the Digimon Center. However, if the Center does not want the Digimon you own, you can't make a trade. The folks at the Digimon Center tell you which Digimon they are trading and what Digimon you need to make the trade. If you want to trade but you don't have the Digimon required,

travel to the Domains and befriend him or her.



The Gold Hawk Team fights for honor and justice. They make Items to help all Vaccine Type Digimon. Gold Hawk Tamers begin with Agumon. They are initially restricted to DNA digivolving Vaccine and Virus Type Digimon.



After you decide which Guard Team you want to join, go to that team's base and speak to the Team Leader. When you join a Guard Team, you receive a Mark (which is proof of being a Tamer), a Digi-Beetle Browser (the remote control to start a Digi-Beetle and access the Server), and your Digimon Partner.

Now that you have the proper equipment, it's time to receive your first mission. Your first mission—go to SCSI Domain and defeat the Wild Boss.

MAIN GATE (A)

You enter and exit Digital City through the Main Gate. Each time you arrive or depart Digital City, you will speak to Mission Chief Carol.

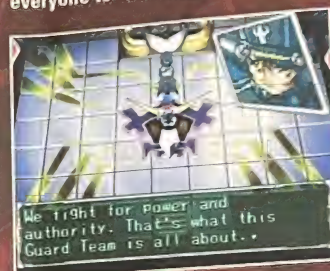
TAMER'S CLUB (D)



Go to the Tamer's Club to get information. Talk to your fellow Tamers whenever you can. The tips and hints they provide are helpful on your missions.

THE GUARD TEAMS (E), (F), (G)

There are three Guard Teams in Digital City—the Black Sword, the Blue Falcon, and the Gold Hawk. Visit every Guard Team and speak to everyone to learn more about each team.



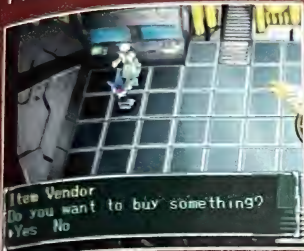
The Black Sword Guard Team fights for power and authority. They also develop Items to support the cause of all Virus-Type Digimon. The Black Sword team is tough. If you want to train hard and better yourself, choose the Black Sword. Black Sword Tamers start with DemiDevimon and are initially restricted to

DNA digivolving Virus and Data Type Digimon.

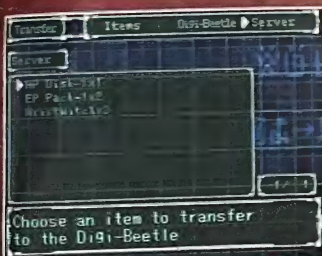


TRAINING MISSION

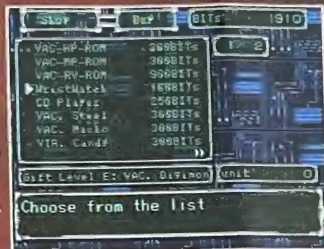
PREPARING FOR BATTLE



If you want to trade for a Digimon at the Digimon Center, but you don't have the correct Digimon to trade, you need to befriend a wild Digimon. In order to befriend a wild Digimon, you must give it Gifts. At your team's base, purchase inexpensive Gifts from the Item Vendor. Offering three Gifts should be enough to make a low-level Digimon your friend. At first you will only have access to Gifts for the Type of Digimon your Guard Team prefers.



Before heading off to SCSI Domain, purchase a few items. Speak to the Item Vendor and purchase HP and MP Disks and a couple of EP Packs. The HP and MP Disks allow your Digimon to restore health and magic. The EP Packs are for your Digi-Beetle, which loses EP with every move.



After you make your purchases, transfer the Items from the Server to your Digi-Beetle. Items are not automatically transferred to your Digi-Beetle, so if you don't remember to transfer them, you'll end up in a Domain with an empty Tool Chest.

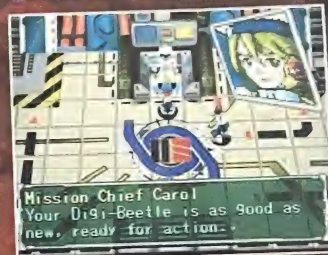
CAUTION

If you use all of your Digi-Beetle's EP, you automatically transport back to the Main Gate. If you expend all of your EP, you also have to replace your Digi-Beetle's Battery, which is costly. You can leave a Domain at any time except during a battle by selecting the Digi-Beetle's Auto Pilot.

TIP

As soon as you can afford to, upgrade the Battery in your Digi-Beetle. Upgrades can be purchased from the Mechanic at the Main Gate. Upgrading the Battery on your Digi-Beetle saves you money on EP Packs. With an upgraded Battery, you can explore more of a Domain without refilling the EP or being transported back to Digital City.

MAIN GATE



When you have everything loaded in your Digi-Beetle, you are ready to go to SCSI Domain to carry out your first mission. Speak to Mission Chief Carol to be cleared for takeoff.



TRAINING MISSION



MISSION 1

SCSI DOMAIN

NUMBER OF FLOORS: 4

GO TO SCSI DOMAIN TO DEFEAT THE WILD BOSS

WHEN YOU LEAVE THE MAIN GATE, YOU ARE ON THE DIRECTORY CONTINENT MAP. MOVE THE CURSOR TO HIGHLIGHT "SCSI DOMAIN." PRESS X TO ENTER.

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
Biyomon	Vaccine	Rookie
Tapirmon	Vaccine	Rookie
SnowGoburimon	Virus	Rookie
Betamon	Virus	Rookie
Gabumon	Data	Rookie
Hagurumon	Virus	Rookie

CRITICAL ITEMS LIST

EP Pack-1

Gifts

HP Disk-1

MP Disk-1

TIP

Add your new Digimon friend to your Digi-Line so he or she will battle with you.



If you purchased Gifts at your Team Base, you may be able to capture a Digimon as soon as you enter the SCSI Domain. To capture a Digimon, press

■ to target an enemy Digimon. Press X to deliver a Gift to the enemy Digimon with your Digi-Beetle's Cannon. When the enemy Digimon gets the Gift, his friendliness level rises and a pink heart appears above the Digimon. The more Gifts you give, the friendlier the Digimon becomes. If there is more than one Digimon in this battle, defeat the targeted Digimon last. If you made friends with the Digimon, he will ask to join your team. It takes three Gifts to woo a low-level Digimon.

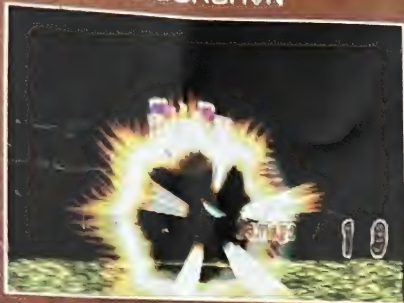


Conserve your EP while traveling the halls of the SCSI Domain. Utilize your map to direct you to uncharted areas. Press **SELECT** to change your map view.

TIP

Keep an eye on your EP. Don't exhaust it. To conserve EP, when entering a room containing enemies, let them come to you instead of expending EP walking to them. To relinquish your turn, press X. Your Digi-Beetle will perform the same action it performs when it is opening a chest. Though you haven't moved anywhere, this triggers the enemy Digimon to move.

BOSS: HAGURUMON



Hagurumon's Darkness Gear Attack takes 10–20 HP from each Digimon with a single attack, but if you were able to capture a Digimon at the start of this Domain, you should easily defeat Hagurumon and earn 210 BITS.



Drive your Digi-Beetle into the Exit Portal to return to the Main Gate.



CAUTION

Watch your EP here. The Exit Portal is across the room from where you battled Hagurumon, and you don't want to run out of EP this close to returning to the Main Gate.

DIGITAL CITY

TEAM LEADER

After you defeat the Boss of SCS1, return to Digital City and report your progress to your leader and receive a new Mission. Boss Digimon were spotted in Video and Disk Domains, which are near SCS1 Domain. Because the Wild Digimon are united under the Video and Disk Domain Bosses, expect a large offensive. Your mission is to destroy these two Boss Digimon!

ITEM VENDOR

Purchase Items for your next mission, but save a few BITS to upgrade your Digi-Beetle. Transfer the Items to your Digi-Beetle. Items purchased are stored in the Server until you transfer them to your Digi-Beetle. After you are inside a Domain, you can only access Items that have been transferred to your Digi-Beetle.

TAMER'S CLUB

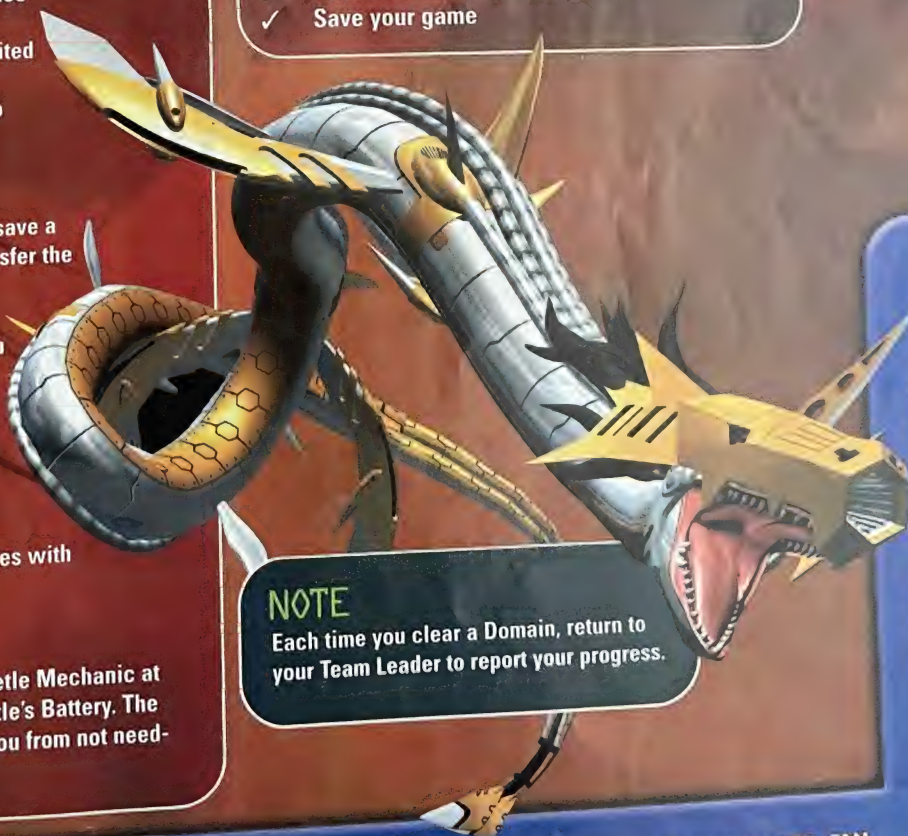
Visit the other Tamers in Digital City. The Tamer's Club is a good place to swap stories with fellow Tamers and pick up some advice.

MECHANIC

If you still have BITS left, visit the Digi-Beetle Mechanic at the Main Gate and upgrade your Digi-Beetle's Battery. The first upgrade costs 500 BITS, but it saves you from not needing to purchase as many EP Packs.

CHECKLIST

- ✓ Travel to SCS1 Domain
- ✓ Capture a Digimon
- ✓ Defeat Hagurumon and return to base
- ✓ Talk to the Team Leader for your next mission
- ✓ Purchase any Items you may need
- ✓ Upgrade the Battery on your Digi-Beetle
- ✓ Transfer Items to your Digi-Beetle
- ✓ Save your game



NOTE

Each time you clear a Domain, return to your Team Leader to report your progress.



DESTROY TWO BOSS DIGIMON

MISSION 2

VIDEO DOMAIN
NUMBER OF FLOORS: 5

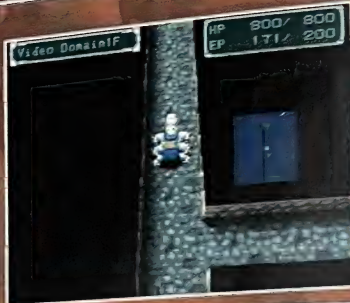
CRITICAL ITEMS LIST
EP Pack-1 Mech Fix
HP Disk-1 MP Disk-1



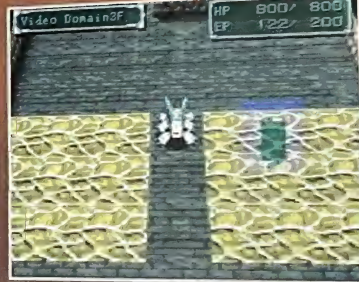
ON THE DIRECTORY CONTINENT, THERE ARE TWO NEW ORANGE BOXES REPRESENTING VIDEO DOMAIN AND DISK DOMAIN. CHOOSE VIDEO DOMAIN TO START THIS MISSION.

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
Tapirmon	Vaccine	Rookie
Biyomon	Vaccine	Rookie
Tentomon	Vaccine	Rookie
ToyAgumon	Vaccine	Rookie
Kokatorimon	Data	Champion



The hallways on the second Floor are longer than any you've traveled before. This means you use more EP moving from room to room, so conserve EP.

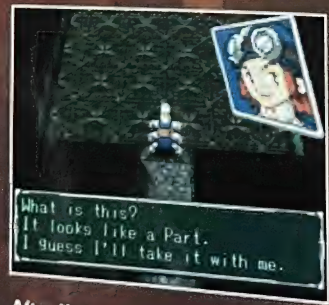


You discover a new enemy on the third Floor, but this enemy doesn't move. It's an Acid Swamp. In some rooms of the Domain Acid Swamps will damage your Digi-Beetle. Limit your exposure to the Acid Swamps.

BOSS: KOKATORIMON



Kokatorimon is a tough Boss. His Stun Flame Shot has a paralyzing effect and costs you valuable HP. Keep an eye on your HP level, blast Kokatorimon with your best attacks, and soon this bird will be cooked. You'll earn 180 BITS for defeating him.



After Kokatorimon leaves, you find a Dynamo Part on the Floor. Drive into the Exit Portal to return to Main Gate.

CHECKLIST

- ✓ Consume EP Packs to regain the Digi-Beetle's lost energy
- ✓ Travel to Video Domain
- ✓ Defeat Kokatorimon
- ✓ Pick up Dynamo Part
- ✓ Return to Digital City and restock supplies
- ✓ Save your game
- ✓ Travel to Disk Domain

DISK DOMAIN

NUMBER OF FLOORS: 5

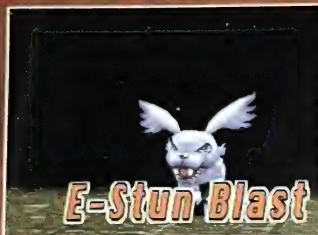
CRITICAL ITEMS LIST

EP Pack-1

HP Pack-1

MP Pack-1

Battle as much as you can to earn BITS. It's important to upgrade the Parts on your Digi-Beetle, and Parts are expensive!



When facing off with Gazimon and Gizamon, take out Gazimon first. His E-Stun Blast has a paralyzing effect, so focus your group on eliminating him.

BOSS: NUMEMON

BOSS TEAM

Sukamon

DemiDevimon

Numemon



By now you should have three Digimon on your team. Numemon won't be easy, but you can handle him.



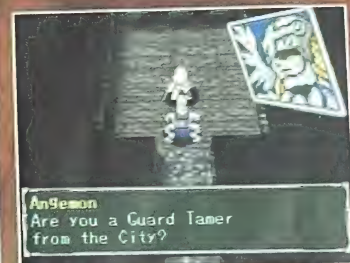
Numemon and Sukamon's Party Time Attack can be harmful, but your Digimon are stronger and should prevail. Watch out for DemiDevimon's Demi Dart Attack. It lowers a Digimon's MP. You earn 840 BITS for defeating Numemon.

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
SnowGoburimon	Virus	Rookie
Betamon	Virus	Rookie
Goburimon	Virus	Rookie
Gizamon	Virus	Rookie
Gazimon	Virus	Rookie
Sukamon	Virus	Champion
Numemon	Virus	Champion
DemiDevimon	Virus	Rookie



The Exit Portal is down the left hall from Numemon's room. Before exiting, head north to reach a second room.



As soon as you enter, Angemon approaches. Angemon is a Digimon from Meditation Dome. Numemon took Angemon hostage to try to make Digimon of Meditation Dome attack the City. Angemon is grateful to you for rescuing him. Backtrack to the Exit Portal and return to Digital City.

DIGITAL CITY

GUARD TEAM LEADER

When you return to Digital City, go to your Team base and speak to the Guard Team Leader. Your Leader has received a message from the Digimon of Meditation Dome; they have decided to help out the Guard Teams of Digital City.

TAMER'S CLUB

Speak to Mark Shultz, and he will ask if you want to go on an adventure. Mr. Shultz has found a new Domain with a Boss Digimon but can't go because his Digimon lost all of their special Techniques when he DNA Digivolved them. When you have spoken twice to Mark Shultz, he gives you a Toy Plane and inputs the location data of BIOS Domain into your Digi-Beetle Browser.

NOTE

Your Digimon may be nearing level 11, which is their time to Digivolve. While roaming the Domains, keep an eye on your Digimon, and when they reach level 11, return to Digital City and visit the DNA Digivolve Operator.



DIGIMON CENTER

Check with the Digimon Center Attendant to see if the Center is ready to trade a Digimon. If you trade, add the new Digimon to your Digi-Line.

COLISEUM

If you feel strong enough, enter the Tournament at the Coliseum. The first Tournament costs you 500 BITS to enter. If your Digimon win, you will be a Rank 2 Amateur Tamer. The prize for winning the first Tournament is an HP Driver-2. You need an Entry Pass from your leader to enter the Coliseum Tournaments.

MAIN GATE

Return to the Main Gate and transfer any Items you want to carry on your Digi-Beetle. Purchase a MissileGun, a Bug Zapper, and any other Parts you can afford from the Parts Vendor. Transfer your new Parts from the Server to your Digi-Beetle, then have the Digi-Beetle Mechanic add the new Parts to it. Purchase DrillMissiles, MagMissiles, and Bug Zaps from the Ammo Man. When you're ready to leave, speak to Mission Chief Carol.

MEDITATION DOME

Visit Angemon while you're visiting Meditation Dome and he gives you 2,000 BITS as a token of his appreciation.

Save your game before heading to BIOS Domain.

CHECKLIST

- ✓ Go to Video Domain and defeat the Boss Numemon
- ✓ Rescue Angemon
- ✓ Report to the Team Leader
- ✓ Talk to Mark Shultz at the Tamer's Club
- ✓ Trade your ToyAgumon for a SnowAgumon at the Digimon Center
- ✓ Participate in a Coliseum Tournament if you feel strong enough
- ✓ Digivolve any Digimon at level 11
- ✓ Purchase Items for your trip to the BIOS Domain
- ✓ Add to your Digi-Beetle any Parts you can afford
- ✓ Travel to the Meditation Dome and talk to Angemon
- ✓ Save your game
- ✓ Go to BIOS Domain

MISSION 3



MISSION 3

BIOS DOMAIN

NUMBER OF FLOORS: 6

CRITICAL ITEMS LIST

BitBugZap1

Drill Missiles

EP-BugZap1

EP Pack-1

Magnetic Missiles

Mech Fix

MemBugZap1

Parts Fix

RetBugZap1

Pack your Digi-Beetle wisely. If your Digimon have digivolved, their HP and MP won't be in danger during battles. Replace extra MP and HP Disks with plenty of Ammo.



While investigating the second floor, you may see a MetalGreymon. Unfortunately, he runs away before you can befriend him.



On the 4th Floor are Big Rocks. Shoot them with Drill Missiles. If you don't have any Drill Missiles in your inventory, return to Digital City to purchase them. There are Green, Yellow, and Blue Boulders. Big Rocks can only be destroyed by same-colored Drill Missiles.



Electro-Spores are large, round, powerful force fields that prevent you from reaching other areas. Destroy them with a Magnetic Missile. Running into an Electro-Spore reduces your Digi-Beetle's HP.

BIOS DOMAIN

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 Crabmon	Data	Rookie
 Candlemon	Data	Rookie
 Floramon	Data	Rookie
 Gotsumon	Data	Rookie
 Patamon	Data	Rookie
 Centarumon	Data	Champion
 Starmon	Data	Champion
 Gabumon	Data	Rookie

NOTE

Look for MetalGreymon on the 6th Floor before you enter the Boss's Area. Try to befriend the MetalGreymon with Gifts appropriate for a Vaccine-Type Digimon. If you aren't lucky enough to catch

MetalGreymon, don't defeat the Boss Digimon yet. You can return to BIOS Domain to befriend MetalGreymon as often as you wish as long as you haven't defeated the Boss.



BOSS: CENTARUMON

BOSS TEAM
Gabumon
Starmon
Centarumon



The team of Centarumon, Gabumon, and Starmon, is difficult to defeat. However, some of your Digimon should have digivolved by now, and may have acquired an additional Technique.

Compensate for Centarumon's Solar Ray Attack with HP Disks, and don't underestimate Starmon's Meteor Stream Attack. The Meteor

Stream is a Counter Attack against the entire party, so order all of your Digimon to Attack Starmon first, taking him out of the battle early. After Starmon is gone, focus your Attacks on Centarumon, then Gabumon.

CHECKLIST

- ✓ Go to BIOS Domain
- ✓ Befriend the MetalGreymon
- ✓ Revisit Digital City to purchase Items
- ✓ Add MineSWEEP to your Digi-Beetle
- ✓ Defeat Centarumon
- ✓ Return to Digital City and speak to the Team Leader
- ✓ Go to the Tamer's Club to find Kim
- ✓ Participate in a Coliseum Tournament if you feel strong enough
- ✓ Stop over at the Digimon Center to see if there are any new Digimon for trade
- ✓ Purchase Ammo from the Ammo Man at the Main Gate
- ✓ Upgrade Parts often

DIGITAL CITY

GUARD TEAM LEADER

After you return to Headquarters, speak to your Team Leader. Your work in the Video, Disk, and BIOS Domains has not gone unnoticed—you are rewarded with an Entry Pass, which allows you to enter the Tamer Ranking Tournament at the Coliseum.

Your Team Leader tells you that wild Digimon are gathering in Drive Domain and Web Domain. He also believes the Boss Digimon are gathering their troops. Your mission is to destroy the Drive and Web Domain Bosses.

Just as you are leaving the Team Leader's room, Chief Engineer Maestro appears at the doorway and tells the Item Vendor to turn off the Item Making Machines. Digital City's Power Generator went offline and they are trying to repair it. It looks like a lot of Parts are missing. Who would want to steal Power Generator Parts? And for what? You volunteer to find the culprit.

TAMER'S CLUB

After you arrive at the Tamer's Club, talk to the Tamers. You will see a girl you've never seen before. Her name is Kim, and you overhear her say it's time for her to return to the Device Dome. Her sister, Techna-Donna, wants Kim to find the Generator Parts. It seems Akira has found the person responsible for taking the parts. You'll follow Kim to the Device Dome in search of the missing Generator Parts.

COLISEUM

Now that you have an Entry Pass, enter the Tournament at the Coliseum. The first Tournament will cost you 500 BITS to enter. If you win, you will be a Rank 2 Amateur Tamer and will receive an HP Drive.

ITEM VENDOR/AMMO MAN/DIGI-BEETLE MECHANIC

Before leaving Digital City, check with the Item Vendor. Although they cannot make Items because of the power shortage, they have EP Packs for sale. Transfer a few HP and MP into your Digi-Beetle before leaving the city. You can still purchase Ammo from the Ammo Man at the Main Gate. New Digi-Beetle Parts are also available from the Digi-Beetle Mechanic.



MISSION 4

DRIVE DOMAIN

NUMBER OF FLOORS: 7

CRITICAL ITEMS LIST

BitBugZap1

Drill Missiles

EP-BugZap1

EP Pack-1

Gifts

Magnetic Missiles

MEDITATION DOME

AFTER YOU LEAVE DIGITAL CITY, GO TO MEDITATION DOME AND SPEAK WITH ANGEMON TO LEARN ABOUT DEVICE DOME. THOUGH ANGEMON DOESN'T KNOW WHERE DEVICE DOME IS, HE DOES KNOW KIM, WHO WAS AT MEDITATION DOME JUST A SHORT TIME AGO. KIM ASKED ANGEMON ABOUT THE DOMAIN WHERE THE ANCIENT ARTIFACT ITEMS WERE. ANGEMON TOLD HER ABOUT DRIVE DOMAIN AND WEB DOMAIN.

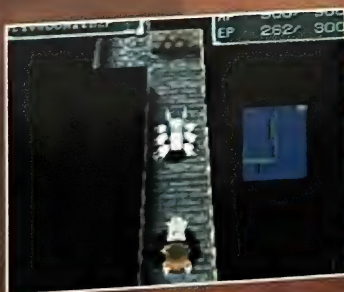
YOUR MISSION CROSSES PATHS WITH THE MYSTERY OF THE MISSING GENERATOR PARTS.



There are plenty of Rookie-Level Digimon in Drive Domain, so pack some Gifts into your Digi-Beetle and recruit another Digimon.



Electro-Spores appear when you least expect them, causing severe damage to your Digi-Beetle. Fire Magnetic Missiles at them to clear your path.



Not even the halls are safe in Drive Domain. Enemy Digimon are everywhere.

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
Tapirmon	Vaccine	Rookie
Tentomon	Vaccine	Rookie
ToyAgumon	Vaccine	Rookie
Biyomon	Vaccine	Rookie
Gomamon	Vaccine	Rookie
Penguinmon	Vaccine	Rookie
SnowAgumon	Vaccine	Rookie
ClearAgumon	Vaccine	Rookie
Unimon	Vaccine	Champion
Birdramon	Vaccine	Champion
Flarerizamon	Data	Champion
Candlemon	Data	Rookie



The long, long halls of Drive Domain can be as costly an enemy as a BitBug or Electro-Spore. You need several EP Packs in your Tool Box to make it to the Drive Domain Boss. You don't want to get close to the Boss only to run out of EP and have to return to Digital City.

BOSS: BIRDARAMON

BOSS TEAM
Birdramon
Flareizamon
Candlemon



Of this trio, Birdramon has the toughest attacks and takes the longest to defeat. His Meteor Wing Attack can take over 40 HP from your entire Digimon party, so focus your attacks on Birdramon.



Flareizamon's Blaze Blast is also powerful, though it can only affect one Digimon. Use Counter Attacks whenever possible. Candlemon poses the smallest threat, so deal with him last.



After defeating the Boss Digimon of Drive Domain, you find a Part Converter like the one you picked up after defeating the Boss in Video Domain. Drive to the Exit Portal and return to Digital City.

DIGITAL CITY

Restock whatever supplies you can in Digital City, but most importantly, visit the Parts Vendor at the Main Gate and purchase a larger Tool Box and Battery for your Digi-Beetle. Purchasing a larger Battery saves you the cost of EP Packs and leave more room for Missiles and BugZaps in your Tool Box. The Domains you will be traveling to are large; you will need to be able to carry items to help you combat the obstacles ahead.








WEB DOMAIN

NUMBER OF FLOORS: 7

CRITICAL ITEMS LIST

BitBugZap1
EP-BugZap1
HP Disk
Magnetic Missiles
MemBugZap1
MP Disk
RetBugZap1

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 ToyAgumon	Vaccine	Rookie
 Gazimon	Virus	Rookie
 Gizamon	Virus	Rookie
 SnowGoburimon	Vaccine	Rookie
 Goburimon	Virus	Rookie
 Kunemon	Virus	Rookie
 Dokunemmon	Virus	Rookie
 Hagurumon	Virus	Rookie
 DemiDevimon	Virus	Rookie

MISSION 4

ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

NAME	TYPE	LEVEL
 Woodmon	Virus	Champion
 Vegiemon	Virus	Champion
 Betamon	Virus	Rookie
 Otamamon	Virus	Rookie
 Syakomon	Virus	Rookie
 Gesomon	Virus	Champion
 Ku wagamon	Virus	Champion
 Octomon	Virus	Champion

BOSS: KUWAGAMON

BOSS TEAM

Gesomon

Ku wagamon

Octomon



This troublesome trio uses several Special Attacks. Ku wagamon has a Scissor Claw Attack that reduces the target's defense. The Scissor Claw may be the most damaging Attack of the group.

After defeating Ku wagamon, return to Digital City to restock your Digi-Beetle and give your Digimon a much-deserved rest.

DIGITAL CITY

In Digital City, purchase new Parts and Items for your Digi-Beetle.

MEDITATION DOME

Angemon tells you that OGREMON told Kim about Modem Domain. If you hurry, you may be able to catch her there.



Though you won't find Digimon to battle on the 3rd Floor, various types of Bugs will harass you. You can either take the Floor Portal in the entry room, or wander the halls in search of Treasure Boxes.



If you run into Dokunemmon and his friends on the 4th Floor, target Dokunemmon first and get rid of him. If he invokes Invisibility, this could be one of the longest battles of the game. When your Team cannot see the Digimon, all you can do is guard and hope for a chance to attack or run.

TIP

On the 5th Floor you may encounter Woodmon. Get rid of him quickly. He has a Twig Tap Attack that reduces HP with every hit.



Gesomon typically leads the attack with the Coral Crusher, which lowers the speed of the recipient. A Coral Crusher hit to your most powerful Digimon seriously impairs your team's effectiveness. Focus your first assault on Gesomon. With strength and knowledge of your Digimon, you should quickly overpower your enemies.



MISSION 4



MODEM DOMAIN
NUMBER OF FLOORS: 8

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
Biyomon	Vaccine	Rookie
Crabmon	Data	Rookie
Patamon	Data	Rookie
Candlemon	Data	Rookie
Floramon	Data	Rookie
Gotsumon	Data	Rookie
Gabumon	Data	Rookie
Palmon	Data	Rookie
Elecmon	Data	Rookie
Drimogemon	Data	Rookie
Greymon	Vaccine	Champion
Saberdramon	Vaccine	Champion
ToyAgumon	Vaccine	Champion
Seadramon	Vaccine	Rookie
Wizardmon	Data	Champion
Akatorimon	Data	Champion

CRITICAL ITEMS LIST

EP Pack-1

HP Disk

Magnetic Missiles

Mech Fix

MP Disk

TIP

It's difficult to avoid battles with Crabmon on the 2nd Floor; they are around almost every corner. You may be tempted to use your more powerful Attacks against Crabmon to get the battle over with quickly, but you never know what's around the next corner—conserve MP for upcoming battles.



your distance from the Treasure Boxes.



around. Keep your radar safe so you can refer to your on-screen map often.

BOSS: GREYMON
BOSS TEAM
Greymon
Saberdramon
ToyAgumon

Meteor

Saberdramon's Meteor poses a serious threat to your Digimon. Focus on Saberdramon first. Look Greymon's Slamming Tusk Attack. The strongest Digimon away at the top while your weapon pick away at his Toy Flame.

BOSS:
BOSS TEAM
Seadramon
Wizardmon
Akatorimon

MISSION 4



Electro-Spores appear from nowhere on the 7th Floor. If your Digi-Beetle has reached 0 HP, you'll end up back in Digital City with a new Auto Pilot being installed on your Digi-Beetle. When you can afford it, upgrade your Digi-Beetle's body so it can withstand more pounding.



While trying to find the Floor Portal, you suddenly stumble into Kim, who is trying to find more Items. Follow her into the Floor Portal.

BOSS: GREYMON

BOSS TEAM
Greymon
Saberdramon
ToyAgumon



Saberdramon's Meteor Wing poses a serious threat to all of your Digimon. Focus on taking out Saberdramon first, but don't overlook Greymon's Nova Blast and Slamming Tusk Attacks. Your strongest Digimon should bang away at the toughest enemies, while your weaker team members pick away at the ToyAgumon and his Toy Flame Attack.



Saberdramon often uses his Meteor Wing Attack. Even when Saberdramon's HP is low, don't let up. Defeating this group will bring you close to the end of Modem Domain, so you can spare the MP. Just make sure you leave enough for one more battle. You earn 162 EXP and 1,400 BITS when your Digimon defeat Greymon's team.



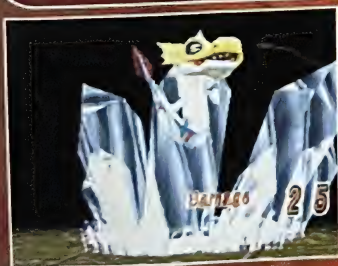
After defeating Greymon's team, instead of exiting on the other side of the room, find another hallway. Hopefully you have enough EP left in your Digi-Beetle to travel around the corner to discover Kim. Rather than simply return the stolen Generator Parts, Kim wants to fight for them—and she has a hefty trio of Digimon ready to help.



BOSS: KIM

BOSS TEAM
Seadramon
Wizardmon
Akatorimon

All three Digimon in Kim's group are extremely strong and clever with their spells. Akatorimon's Assist boosts the Quickness of Kim's Digimon.



damage, so have your weaker Digimon focus on attacking Seadramon and Akatorimon, leaving Wizardmon for your stronger Digimon.

Eliminate Seadramon first to stop the Ice Blast Attacks that affect the entire party. Next, focus on eliminating Wizardmon, but watch out for his Counter Attack. His Thunderball Attack causes severe



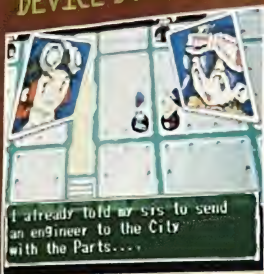
Kim is going to take the Generator Parts to Device Dome and wants you to pick them up there. With the location of Device Dome now on your Browser, you can go there any time. Go forward to reach the Floor Portal. After you return to Digital City, report to your Team Leader, then leave for Device Dome.

This battle may seem hopeless, but with some careful strategy and an occasional boost of HP or MP, you should emerge victorious. You receive 120 EXP and 1,040 BITS for this victory.

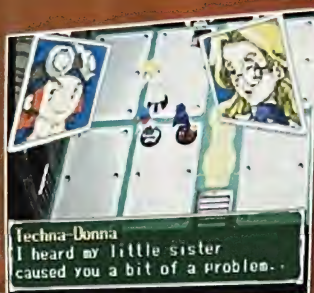
MISSION 4

DIGIMON DIGIMON WORLD 2

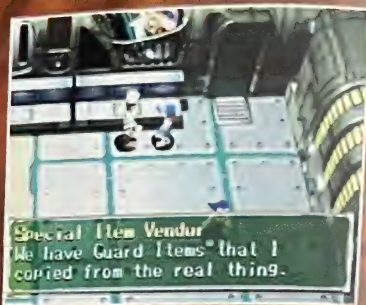
DEVICE DOME



After speaking with your old trainer, Zudokorn, go through the door and Kim will greet you. You are expecting to get the Generator Parts, but Kim explains that her sister has already sent the parts back, and by now Digital City's Generator should be back to normal.



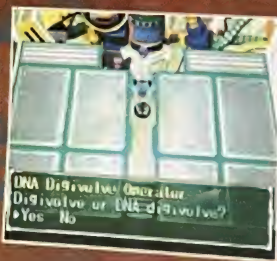
When you meet Kim's sister, Techna-Donna, she apologizes for the trouble Kim has caused, and gives you a Titanium Core. The Titanium Core allows you to upgrade your Digi-Beetle from its Steel Body to a Titanium Body.



Speak to the Special Item Vendor. He has Guard Items that he "has copied from real things." This Item Vendor has many Gifts to give to all types of Digimon. Go through the door northeast of the Special Item Vendor to find a Parts Vendor. This Parts Vendor has equipment you have never seen before, allowing lots of upgrades to your Digi-Beetle.



The Ammon Man sells Guard Items, including some you haven't seen before. Take a Digi-Beetle Mechanic to assemble and upgrade your Beetle here.



Go through the door northwest of the Item Vendor to find a DNA Digivolve Operator, which can DNA Digivolve any type of Digimon. Now that you know about Device Dome, you can visit it often!

CHECKLIST

- ✓ Defeat the Bosses of Drive and Web Domains
- ✓ Battle Kim and win back the Generator Parts
- ✓ Explore Device Dome and receive the Titanium Core
- ✓ Visit the Digimon Center for possible Digimon trades
- ✓ Participate in the Coliseum Tournament to raise your Ranking
- ✓ Purchase and upgrade Parts for your Digi-Beetle
- ✓ Purchase Items and transfer them into your Digi-Beetle Tool Box
- ✓ Receive your new mission from your Team Leader
- ✓ Travel to SCSI Domain

DIGITAL CITY

TEAM LEADER

Return to Digital City and speak to the Team Leader. Your Team Leader is pleased with your progress and gives you 2,000 BITS as a reward. Those 2,000 BITS help you to buy a new Pegasus Engine, which you need in order to use the Titanium Core. If you don't have 2,000 BITS, wander the Domains battling Digimon until you have enough. After you do, return to Digital City's Main Gate, have the Digi-Beetle Mechanic put the Pegasus Engine into your Digi-Beetle, and have the Titanium Core Headquarters, check in with the Digivolve Attendant and digivolve your Digimon that are ready.

DIGIMON CENTER

Check with the Digimon Center to see if there are any trades available. You may be able to trade a low-ranking Digimon for an Ultimate Digimon!

COLISEUM

Return to the Tournament Ring and battle for your next Tamer ranking. If you win the Rank 3 Challenge, you are awarded a Toy Boat to use as a Gift, and you become a Rank 3 Rookie Tamer. Return to your Team Leader to receive your next mission. You must achieve a Rank 3 Rookie Tamer status before being assigned a new mission.



































TEAM LEADER

Just as you're about to receive your new mission, an emergency erupts. The Blood Knights have been spotted, and a Guard Tamer is engaged in a battle with a Blood Knight's Digi-Beetle. The enemy Digi-Beetles were sighted in Disk, Video, and SCSI Domains. "Enactment of Operation Blood Knights is called for!" Seek and destroy the Blood Knights hiding in the Domains.

MISSION 5

SCSI DOMAIN
NUMBER OF FLOORS: 6

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 DemiDevimon	Virus	Rookie	 Unimon	Vaccine	Champion
 Hagurumon	Virus	Rookie	 Tentomon	Vaccine	Rookie
 Gabumon	Data	Rookie	 Candlemon	Data	Rookie
 Gotsumon	Data	Rookie	 Floramon	Data	Rookie
 Betamon	Virus	Rookie	 Penguinmon	Vaccine	Rookie
 Otamamon	Virus	Rookie	 Biyomon	Vaccine	Rookie
 Syakomon	Virus	Rookie	 Gomamon	Vaccine	Rookie
 ToyAgumon	Vaccine	Rookie	 Kunemon	Virus	Rookie
 SnowAgumon	Vaccine	Rookie	 Gazimon	Virus	Rookie
 ClearAgumon	Vaccine	Rookie	 Dokunemmon	Virus	Rookie
 Drimogemon	Data	Champion	 Numemon	Virus	Champion
 Elecmon	Data	Rookie	 Raremon	Virus	Champion
 Angemon	Vaccine	Champion	 Tsukaimon	Virus	Rookie
 Palmon	Data	Rookie	 Darkrizamon	Virus	Champion
 Vegiemon	Virus	Champion	 Bakemon	Virus	Champion
 Woodmon	Virus	Champion	 Deltamon	Virus	Champion
 Yanmamon	Data	Champion	 WaruMonzaemon	Virus	Ultimate

PRIMA'S OFFICIAL STRATEGY GUIDE

CRITICAL ITEMS LIST

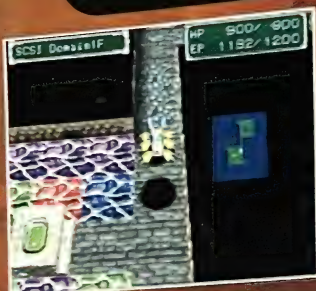
Anti-Dote
Anti-Mixup
AntiFreeze
Drill Missiles
Gifts
HP Driver-1
Magnetic Missiles
Mech Fix
MP Driver-1
Parts Fix
Power Disk

TIP

There are some new faces in SCSi Domain. Purchase Gifts at Device Dome so you can lure a new Type of Digimon into your Team. In SCSi Domain, you can befriend any type of Digimon if you have enough Gifts.

NOTE

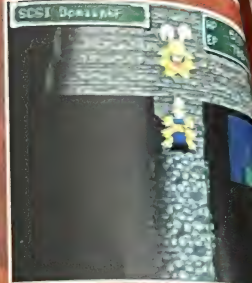
Use the first few Floors of SCSi Domain to raise the levels of your Digimon and collect the first few Floors of SCSi Domain.



Upgrade your tires to protect your Digi-Beetle from the Green Acid on the 5th Floor. If you don't have ChainTIRES, head in the opposite direction and cross the dark purple Floors.



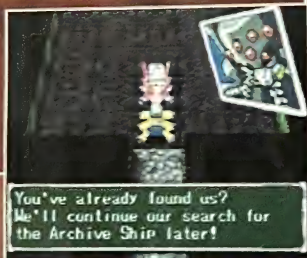
Electro-Spores can pop up anywhere. Have a variety of Magnetic Missiles so you can blast them from your path. Hitting one of these Electro-Spores quickly depletes your Digi-Beetle's HP. Use Mech Fix to regain lost HP.



On the 6th Floor, you battle with Numemon and the Digimon who travel with him. Battle wisely and restore MP before reaching the Blood Knights Officer of SCSi Domain.

BOSS: BLOOD KNIGHTS OFFICER

BOSS TEAM
Darkrizamon
Bakemon
Deltamon



The Blood Knights Officer is surprised his Team was found so quickly, and mentions something about continuing its search for the Archive Ship. Share this important information with your Team Leader.



Darkrizamon and Deltamon can attack all party members. If your Digimon know any Counter Attacks, use them against this pair.



Eliminate Bakemon first and last. Bakemon's Evil Charm Technique causes Confusion on one of your party members. If you cannot apply Anti-Mixup to cure the affected party member, use Guard. While battling Bakemon, don't overlook the effect Darkrizamon and Deltamon have on your Team. Both of them have multiple-hit Attacks. When you defeat the first group of Blood Knights, you earn 2,000 EXP and 2,100 BITS. Return to Digital City and check in with your Team Leader.

DIGITAL CITY

TEAM LEADER

Each time you clear a Domain, return to your Team Leader to report your progress.

ITEM VENDOR

Restock the Items in your Digi-Beetle. Purchase Anti-Mixup in case the next Domain has opponents that know the Confusion Attack. Transfer your Items from the Server to your Digi-Beetle.

SPECIAL ITEM VENDOR

The Domains affected by the Wild Digimon have some strong and unusual Digimon roaming the halls. Purchase some higher-level Gifts from the Special Item Vendor. Also stop at Device Dome and purchase Gifts for different Types of Digimon. Diversifying your Digimon party is essential.

DIGIMON CENTER

Check with the Digimon Center for possible new Digimon trades.

COLISEUM

Enter the latest Coliseum Tournament when you are ready to raise your Rank. The Rank 4 Tournament costs 1,500 BITS. If you win, your new title will be Rank 4 Amateur Tamer. Your prize for winning this Tournament is a DNA-Up Chip.

TAMER'S CLUB

Stop at the Tamer's Club to learn about the ancestry of Digital City and the Chaos Lord.

DIGITAL CITY

PARTS VENDOR
Always check with the thing you can afford, you haven't already

AMMO MAN
Drill and Magnetic through these Doors

DIGI-BEET
If you can't afford improvement to

VIDEO D NUMBER



DIGITAL CITY (CONTINUED)

PARTS VENDOR

Always check with the Parts Vendor for new Digi-Beetle Parts. Buy anything you can afford, but don't forget to save up for the Pegasus Engine if you haven't already purchased it.

AMMO MAN

Drill and Magnetic Missiles aren't cheap, but you need them to get through these Domains. Stock up.

DIGI-BEETLE MECHANIC

If you can't afford expensive Parts right now, upgrade the Parts you have. Any improvement to your equipment helps when you're in the trenches.

VIDEO DOMAIN
NUMBER OF FLOORS: 7

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 ToyAgumon	Vaccine	Rookie	 Mushroomon	Virus	Rookie
 SnowAgumon	Vaccine	Rookie	 Devidramon	Virus	Champion
 ClearAgumon	Vaccine	Rookie	 Birdramon	Vaccine	Champion
 Penguinmon	Vaccine	Rookie	 Ikkakumon	Vaccine	Champion
 Betamon	Virus	Rookie	 Gururumon	Vaccine	Champion
 Otamamon	Virus	Rookie	 Apemon	Vaccine	Champion
 Syakomon	Virus	Rookie	 Greymon	Vaccine	Champion
 Unimon	Vaccine	Champion	 ShimaUnimon	Vaccine	Champion
 Tentomon	Vaccine	Rookie	 Mojyamon	Vaccine	Champion
 Angemon	Vaccine	Champion	 Gekomon	Virus	Champion
 Numemon	Virus	Champion	 Sukamon	Virus	Champion
 Raremon	Virus	Champion	 RedVegiemon	Virus	Champion
 Tsukaimon	Virus	Rookie	 Devimon	Virus	Champion
 Woodmon	Virus	Champion	 Soulmon	Virus	Champion
 Vegiemon	Virus	Champion			

MISSION 5

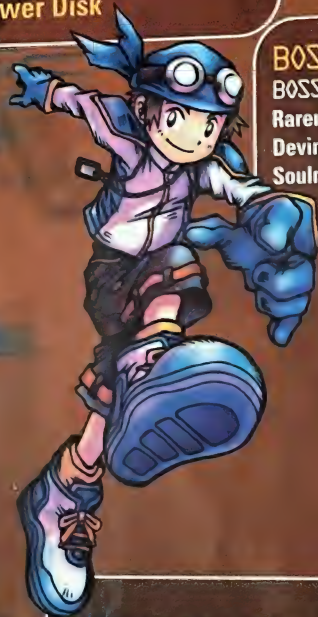
CHECKLIST

- ✓ Clear SCSI Domain and defeat the Blood Knights Officer
- ✓ Battle often to earn the 20,000 BITS needed for a Pegasus Engine
- ✓ Stock your Tool Box with Gifts for different Types of Digimon
- ✓ Check in with the Digimon Center
- ✓ Increase your Rank at the Coliseum Tournament often
- ✓ Restock your Digi-Beetle and transfer the Items to your Tool Box before leaving for Video Domain
- ✓ Keep your Parts updated and purchase new Parts often



CRITICAL ITEMS LIST

- Anti-Dote
- Anti-Mixup
- AntiFreeze
- Gifts
- HP Driver
- Magnetic Drills
- Magnetic Missiles
- Mech Fix
- MP Driver
- Parts Fix
- Power Disk



Electro-Spores haunt you on every Floor of Video Domain. They can pop up anywhere and block your way from halls and Floor Portals. Each hit from one of these electrical nightmares causes hundreds of HP of damage to your Digi-Beetle.



Numemon are in abundance on the bottom Floor. Befriend one to trade at the Digimon Center.



BOSS: BLOOD KNIGHT'S OFFICER

BOSS TEAM
Raremon
Devimon
Soulmon



You've faced off with Raremon before, so you know his Counter Attack—Buffalo Breath. This Attack can leave any of your Digimon totally confused. Focus a lot of firepower on Raremon.



Take on Devidramon next. Even with his Evil Touch Technique, you can eliminate him fairly easily. Finish off the battle with Soulmon. When you clear Video Domain of

the Blood Knight's threat, you earn 289 EXP and 2,100 BITS. Return to Digital City to restock your Tool Box, and prepare for the final part of this mission—Disk Domain.

DISK DOMAIN
NUMBER OF FLOORS: 7

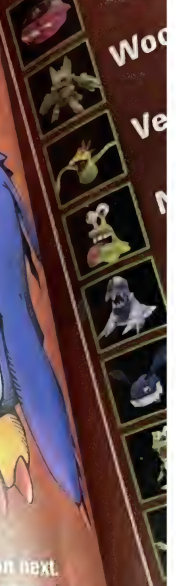
CRITICAL ITEMS LIST

- HP Disk
- HP Driver
- Magnetic Missiles
- Mech Fix
- MP Disk
- Parts Fix

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
Gazimon	Virus	Rookie
Kunemon	Virus	Rookie
Dokunemmon	Virus	Rookie
Betamon	Virus	Rookie
Otamamon	Virus	Rookie

ENEMY D
(CONTINUED)
NAME
Syako



ENEMY DIGIMON ENCOUNTERED

MISSION 5

NAME	TYPE	LEVEL
Syakomon	Virus	Rookie
Woodmon	Virus	Champion
Vegiemon	Virus	Champion
Numemon	Virus	Champion
Raremon	Virus	Champion
Tsukaimon	Virus	Rookie
Gekomon	Virus	Champion
Sukamon	Virus	Champion
RedVegiemon	Virus	Champion
Mushroomon	Virus	Rookie
Devidramon	Virus	Champion
Guardromon	Virus	Champion
Kuwagamon	Virus	Champion
Darkrizamon	Virus	Champion
P-Sukamon	Virus	Champion
Nanimon	Virus	Champion



Fire your Magnetic Missiles at Electro-Spores. The Blue Electro-Spores cause 600 HP damage to your Digi-Beetle.



If you've been running from most of the battles to conserve MP and HP, beware—you can't run from your meeting with Kuwagamon, Guardromon, and Darkrizamon.



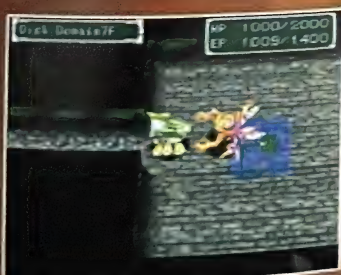
Focusing your Attack on Darkrizamon stops him from Assisting the other Digimon in his party. Two strong Attacks should be enough to eliminate him.



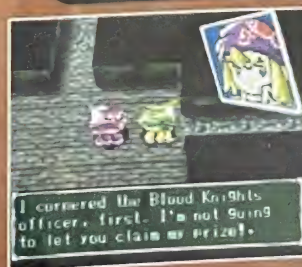
Guardromon is next. Focus your strongest Attacks on this Digimon to stop his Protect Grenade Attack. This Attack causes significant damage to any of your Digimon. Finish off the battle by eliminating Kuwagamon.

TIP

You may have had to face this trio of Digimon several times. If you have, your MP and HP levels are probably getting low. Unless you have Items you can use to restore your Digimon's MP and HP levels, have your two strongest Digimon Guard after eliminating Darkrizamon and Guardromon, then have your weakest Digimon attack Kuwagamon. Your main Digimon should be able to recoup enough MP from Guarding during the final battle to sustain them with the Boss you're about to face.



There's no way to escape this Digimon pack on the 7th Floor. They wait for you in every room you need to cross. Conserve MP and HP as much as possible.



When you make your way around this Floor, you're very surprised to find Bertran, who wants to fight the Blood Knights before you do.



BOSS: BERTRAN

BOSS TEAM
Vegiemon
Garurumon
Gabumon



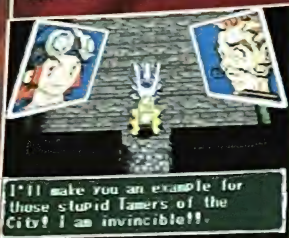
Twig Tap
Knock out the HP-sucking Vegiemon first. This helps you retain your HP while you battle Bertran's two remaining Digimon.



Set your sites on Garurumon next to stop his Howling Blaster Attack. After you eliminate Bertran's team, refill your MP and HP levels before moving on.

BOSS: COMMANDER DAMIEN

BOSS TEAM
P-Sukamon
WaruMonzaemon
Nanimon



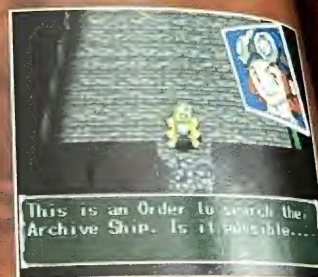
When you meet up with Commander Damien, the self-proclaimed Don of the Blood Knights, he wants to know what happened to Bertran. You're about to show Commander Damien what a well-trained Tamer can do.



Put everything you've got into eliminating P-Sukamon. His Assist Attack, Panic Wave, gives other members of his party a Confusion Attack. Eliminate this threat right away. Confusion in your Digimon party causes a lot of harm. If P-Sukamon is successful in Confusing one of your Digimon, use Anti-Mixup soon.



WaruMonzaemon Assists the other party members by lowering your defense. WaruMonzaemon doesn't use direct attacks, so it's much better to start off by wiping out P-Sukamon, then move on to WaruMonzaemon. Finish the battle by eliminating Nanimon, who by now won't pose much of a threat.



When your Digimon have finished everyone off, you receive 133 EXP and 2,520 BITS. Commander Damien promises to meet with you again on the battlefield. After he leaves, you find a Red Order on the Floor. The Order is to search for the Archive Ship. The Floor Portal is in the next room.

DIGITAL CITY

TEAM LEADER

Return to the Team Leader to report your progress. The enemy is looking for something called Archive Ship. It is the ship the enemy's forefathers used to escape File Island. Your next mission is to search for Archive Ship. Professor Piyotte is researching Archive Ship. Find Professor Piyotte to learn anything that may help you find Archive Ship. While at Headquarters, visit the Digivolve Attendant and digivolve any Digimon who are ready.

TAMER'S CLUB

Always check the Tamer's Club when you return to Digital City. Mr. Zudokorn mentions the Junk Parts magically appearing in his Digi-Beetle.

MAIN GATE

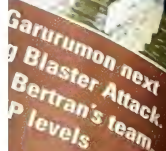
As you battle more often, you need to spend more to buy new Parts for your Digi-Beetle and stock your Tool Box with Items. Upgrade Parts if you can't afford to purchase new ones. Items are expensive, so don't overbuy.

CHECKLIST

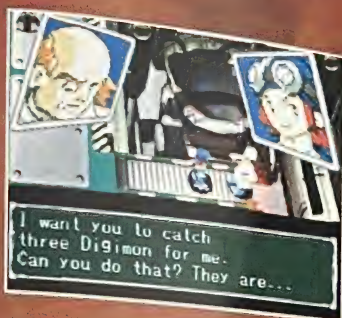
- ✓ Defeat the Bosses of SCSI, Disk, and Video Domains
- ✓ Enter the Coliseum Tournament
- ✓ Learn about Archive Ship
- ✓ You're told to find Professor Piyotte
- ✓ Keep your Tool Box stocked with Magnetic Missiles and Drill Missiles
- ✓ Capture different types of Digimon to expand your party
- ✓ Travel to Device Domain to purchase Gifts for befriending different Digimon



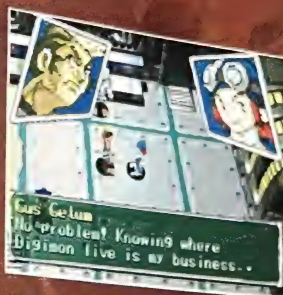
MISSION 6



Device Dome and enter the
Garage area. Professor Piyotte
the southeast corner of
Garage.



Professor Piyotte will tell you the location of Archive Ship if you befriend three Digimon for him. Professor Piyotte wants a Yanmamon, Syakomon, and Ikkakumon. Gus Getum can tell you where you can befriend those types of Digimon.



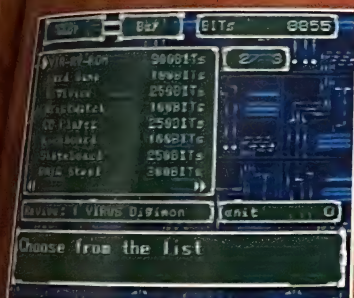
Return to the previous room and speak to Gus Getum. Gus is happy to provide the information you want; however, the price for that information is 1,000 BITS.

NOTE

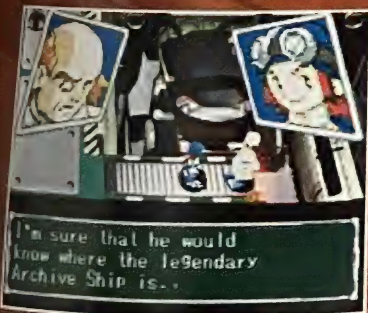
Save your 1,000 BITS:
Yanmamon is in SCSI Domain,
Syakomon is in Web Domain,
and Ikkakumon is in Video
Domain. Yanmamon is a Data
Type, Syakomon is a Virus
Type, and Ikkakumon is a
Vaccine-Type Digimon.

CRITICAL ITEMS LIST

Bug Zaps
Drill Missiles
Gifts
Magnetic Missiles
Parts Fix



Purchase the Gifts you need at Device Dome. The Special Items Vendor has Gifts for all types of Digimon. Keep some space in the Digi-Beetle to hold the befriended Digimon until you can deliver them to Professor Piyotte. You can transfer them to the Server until it's time to put them in the Digi-Beetle.



After capturing all three Digimon, transfer them to your Digi-Beetle and take them to the Professor. He tells you to speak to a man named Ben Oldman.

NOTE

You may have to fire as many as 10 C-Level Gifts at a targeted Digimon before you can befriend it.

DIGITAL CITY

TEAM LEADER

Return to your Team Leader and tell him that you have to speak to Ben Oldman. Just as you start to leave the Team Leader's room, Chief Engineer Maestro says a strange sickness is breaking out among the Digimon. To stop the spread of the virus, you may not enter your Team Leader's Office or enter any Coliseum Tournaments until the problem is solved.

TAMER'S CLUB

TAMER'S CLUB
Although you can't enter the Coliseum Tournament, you can visit the Tamer's Club to see if anyone knows anything about Ben Oldman, and you can visit the Digimon Center to see if any new Digimon are available for trade.

MAIN GATE

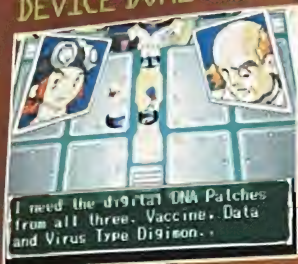
MAIN GATE
After you've restocked your Digi-Beetle and made any upgrades you can afford, head out in search of Ben Oldman.

CHECKLIST

- ✓ Find Professor Piyotte in Device Dome
- ✓ Befriend three Digimon
- ✓ Learn that Ben Oldman needs to be found
- ✓ Learn that Digimon are infected with a strange sickness

DIGIMON
DIGIMON WORLD 2

DEVICE DOME



Speak to Professor Piyotte again in Device Dome, and he checks out your Digimon. Your Digimon's DNA structure is showing some mutation, which means they're evolving. This is why their instincts are starting to go wild. Professor Piyotte needs DNA Patches to create a Wild Code to help all Digimon.

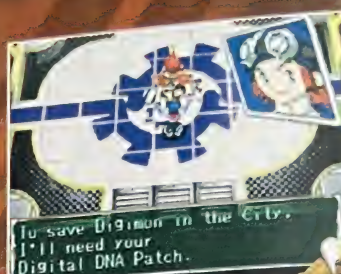
MEDITATION DOME



If you've talked with the Digimon in Meditation Dome on previous visits, you'll know they have been suppressing their wild instincts. Talk to Angemon; he will do anything he can to help.

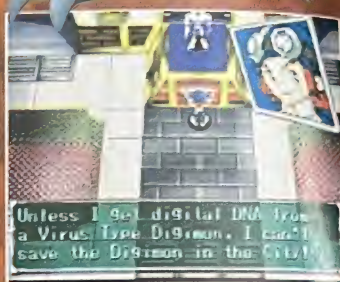


gives you his DNA Patch anyway. Now that you have the Vaccine and Data DNA Patches (from WereGarurumon and Clockmon), you only need to find the Virus DNA Patch.



Speak to the Digimon in the rooms to the left and right of Angemon's platform. When you speak to Clockmon, he agrees to give you his DNA Patch in exchange for a Digivice.

Talk to WereGarurumon in the room to the right of Angemon and ask him for his DNA Patch. WereGarurumon agrees to give it to Akira if he meditates with WereGarurumon. Do nothing while WereGarurumon meditates. When he asks if you are getting tired and you answer yes, he is surprised, but he



Speak to Angemon before you leave Meditation Dome. He tells you that Ogremon was there recently, but disappeared with a Tamer.

DIGITAL CITY

TEAM LEADER

The Team Leader is glad the Digimon are well, but he is still troubled by why the Digimon began to change. The Security Guard brings news that the Blood Knights have been spotted again. It is more important than ever to find Archive Ship and uncover the Blood Knights' plot.

TAMER'S CLUB

Speak to everyone at Digital City to learn that Joy Joy may know the whereabouts of Ben Oldman.

DIGIMON CENTER

Go to the Digimon Center to see if you can trade Digimon. If you're lucky, they could be trading MagnaAngemon for Garurumon.

COLISEUM

Now that you can once again enter the Tournaments at the Coliseum, enter the Rank 5 Tournament. The entry fee is 2,000 BITS and the prize is a Toy Plane. This Tournament is even more difficult than the last. Don't spend the 2,000 BITS if you doubt your Digimon's abilities.

MAIN GATE

Purchase any Ammo and Items you need before leaving Digital City.

DEVICE DOME



Speak to Kim at Device Dome and ask her for the Virus DNA Patch from her Ogremon.



Take the three DNA Patches to Professor Piyotte and he creates the Wild Code to give you. Return to your Guard Team at Digital City.

CHECKLIST

- ✓ Help Professor Piyotte cure the sick Digimon
- ✓ Search for Ben Oldman
- ✓ Visit the Digimon Center
- ✓ Enter the Rank 5 Tournament at the Coliseum if your Digimon are strong enough

MISSION 7

















BIOS DOMAIN
NUMBER OF FLOORS: 8

BATTLE THE BLOOD KNIGHTS

DIRECTORY CONTINENT

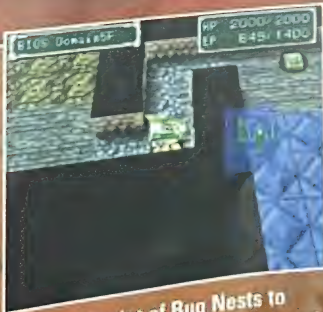
WHEN YOU RETURN TO THE DIRECTORY CONTINENT, YOU SEE THAT THREE DOMAINS HAVE BEEN REACTIVATED DUE TO BLOOD KNIGHT ENCROACHMENT. BIOS DOMAIN, WEB DOMAIN, AND DRIVE DOMAIN NEED TO BE CLEARED OF THE BLOOD KNIGHTS.

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Candlemon	Data	Rookie	 Centarumon	Data	Champion
 Floramon	Data	Rookie	 Ninjamon	Data	Champion
 Palmon	Data	Rookie	 SandYanmamon	Data	Champion
 Drimogemon	Data	Champion	 Wizardmon	Data	Champion
 Elecmon	Data	Rookie	 NiseDrimogemon	Data	Champion
 Yanmamon	Data	Champion	 Clockmon	Data	Champion
 Kokatorimon	Data	Champion	 Tankmon	Data	Champion
 Akatorimon	Data	Champion			
 Kiwimon	Data	Champion			

CRITICAL ITEMS LIST

Bug Zaps
EP Packs
HP Driver
Magnetic Missiles
MP Driver
Parts Fix



There are a lot of Bug Nests to avoid in BIOS Domain, and a lot of enemy Digimon roaming the halls. Between the winding hallways and the constant battling, your Items and your Digi-Beetle's EP are quickly exhausted.



Keep your Digi-Beetle in top shape by using Parts Fix whenever it is damaged.

TIP

The Digimon you battle are getting stronger, and their levels are higher. Keep that in mind when packing your Digi-Beetle with Items. You may need more HP and MP Drivers than you did before

BOSS: BLOOD KNIGHT

BOSS TEAM
Devidramon
SkullGreymon
D-Tyrannomon



Devidramon has to be your first target because his Evil Touch Attack lowers MP. DarkTyrannomon's Fire Blast Attack hits the entire party, but the damage sustained by each Digimon is low, so focus your next Attack on SkullGreymon. His Dark Shot Attack can hit one of your Digimon for over 40 HP. You earn 646 EXP and 3,360 BITS when you defeat this Blood Knight. Restock the Items in your Digi-Beetle and upgrade anything you can before head to Drive Domain.

DRIVE DOMAIN
NUMBER OF FLOORS: 9

ENEMY DIGIMON ENCOUNTERED

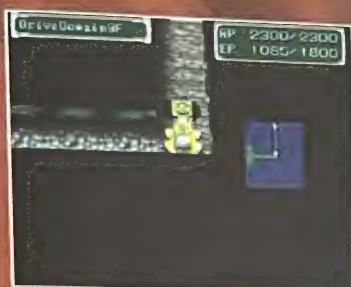
NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
Angemon	Vaccine	Champion	Gururumon	Vaccine	Champion
ClearAgumon	Vaccine	Rookie	Mojyamon	Vaccine	Champion
Unimon	Vaccine	Champion	Kabuterimon	Vaccine	Champion
Tentomon	Vaccine	Rookie	Saberdramon	Vaccine	Champion
Greymon	Vaccine	Champion	Gatomon	Vaccine	Champion
Apemon	Vaccine	Champion	Frigimon	Vaccine	Champion
ShimaUnimon	Vaccine	Champion	Piddomon	Vaccine	Champion
Birdramon	Vaccine	Champion	Garurumon	Vaccine	Champion
Ikkakumon	Vaccine	Champion	Veedramon	Vaccine	Champion
			Leomon	Vaccine	Champion
			Tortomon	Vaccine	Champion
			Dolphmon	Vaccine	Champion
			Airdramon	Vaccine	Champion
			Garudamon	Vaccine	Ultimate
			Yanmamon	Data	Champion

MISSION 7

CRITICAL ITEMS LIST

Bug Zaps
Gifts
Magnetic Missiles
Parts Fix

By the time you reach Drive Domain, you should have upgraded the Parts on your Digi-Beetle as high as you can. The Parts need to be powerful to detect Bugs and Land Mines.

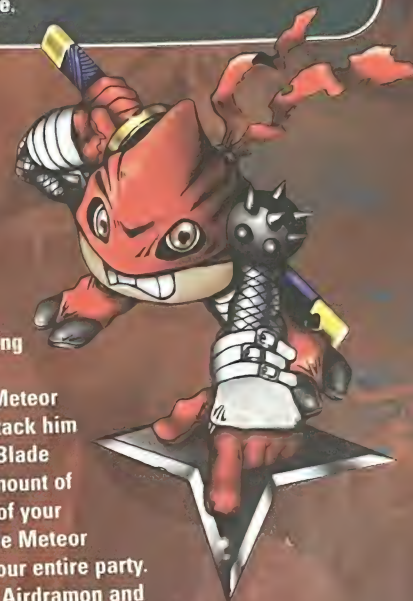


There are very few enemies on the 9th Floor, but there are several Land Mines. Be sure to take some Parts Fix with you to repair any Digi-Beetle Parts that may be damaged. If the Arm is strong enough

on your Digi-Beetle, destroy most of the Mines.

NOTE

While roaming around Drive Domain, don't forget about the trade available at the Digimon Center in Digital City. Befriend Garurumon before finishing this Domain. Finding Garurumon behind a Big Rock makes it easier to offer him enough Gifts to befriend him before engaging in battle.



BOSS: BLOOD KNIGHT

BOSS TEAM
Airdramon
Garudamon
Yanmamon



This Blood Knight thinks destroying you will boost his reputation with the other Blood Knights.



For the rest of the battle, split your Attacks between Airdramon and Yanmamon, or pick them off one at a time. The third Domain is now safe and you've earned 680 EXP and 2,000 BITS. Return to Digital City.

Because of Garudamon's Wing Blade Interrupt Attack and his Meteor Wing Attack, attack him first. The Wing Blade causes a fair amount of damage to one of your Digimon, and the Meteor Wing attacks your entire party.

DIGITAL CITY

TEAM LEADER

Until you find Crimson, there's nothing to report to your Team Leader.

DIGIMON CENTER

If you were able to befriend a Garurumon in Drive Domain, go to the Digimon Center and trade with the Digimon Attendant for a MagnaAngemon.

COLISEUM

Enter the Rank 5 Tournament if you haven't won it yet. If you win, you become a Rank 5 Pro Tamer and receive a Toy Plane.

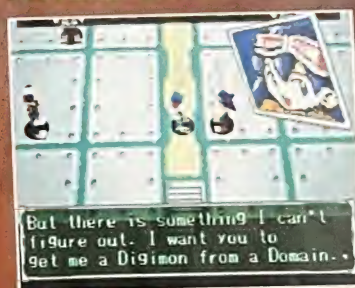
TAMER'S CLUB

There's no one new in the Tamer's Club, but if you haven't been there in a while, stop by and talk to whomever is there.

MAIN GATE

There isn't anything else to do at Digital City now, so restock the supplies in your Digi-Beetle, and upgrade or buy any Parts you can afford. Check out the Parts in Device Dome in case they have some Digital City doesn't. While you're there, maybe you can find out something about Ben Oldman.

DEVICE DOME



When you enter, Kim approaches and asks if you will get her a Tankmon from the Web Domain to help with her experiments. Purchase enough Gifts to satisfy a Data Digimon, then head off for Web Domain. Transfer the Gifts from the Server to your Digi-Beetle, and have an open spot in your Digi-Beetle for one more Digimon.

MISSION 7

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Woodmon	Virus	Champion	 Darkrizamon	Virus	Champion
 Vegiemon	Virus	Champion	 Flymon	Virus	Champion
 Numemon	Virus	Champion	 P-Sukamon	Virus	Champion
 Mushroomon	Virus	Rookie	 Bakemon	Virus	Champion
 Devidramon	Virus	Champion	 Devimon	Virus	Champion
 Raremon	Virus	Champion	 Ogremon	Virus	Champion
 Tsukaimon	Virus	Rookie	 Nanimon	Virus	Champion
 Gekomon	Virus	Champion	 IceDevimon	Virus	Champion
 Sukamon	Virus	Champion	 Hyogamon	Virus	Champion
 RedVegiemon	Virus	Champion	 Tankmon	Data	Champion
 Guardromon	Virus	Champion	 Meramon	Data	Champion
 Kuwagamon	Virus	Champion	 Clockmon	Data	Champion

CRITICAL ITEMS LIST

Bug Zaps
Gifts
HP Driver
Magnetic Missiles
Mech Fix
MP Driver
Parts Fix



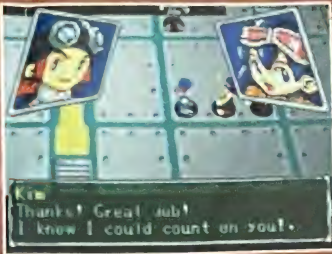
Upgrade your BugSWEEP as often as possible. You never know when there might be a Bug Nest nearby.



finish off with Tankmon—hopefully he will want to join your party.

Have your presents ready for Tankmon. He is on the lowest level. Battle Clockmon first. His Interrupt Attack, Chrono Breaker, needs to be permanently interrupted. Move on to Meramon and

MISSION 8



After you befriend Tankmon, return to Device Dome and talk to Kim. Kim gives you an EXP Chip. Return to Digital City.



DIGITAL CITY

TEAM LEADER

Return to Digital City and visit the Team Headquarters. You learn that Bertran and Joy Joy are in danger. While they were searching Modem Domain, they found an X-Mech Part with a Blood Knight's symbol. You must go to Modem Domain to search for Bertran and Joy Joy while Lucky Luis reports to the Team Leader. Lucky Luis will give you the X-Mech Part they found in Modem Domain.

COLISEUM

Go to the Coliseum to compete for the Rank 6 Tamer title. The fee is 2,500 BITs and the prize is an EX Driver.

MAIN GATE

Transfer any Items you need to the Digi-Beetle before heading off to Modem Domain.

CHECKLIST

- ✓ Battle the Blood Knights in BIOS, Web, and Drive Domains
- ✓ Go to Web Domain to befriend Tankmon for Kim
- ✓ Restock Items
- ✓ Go to Modem Domain to search for Bertran and Joy Joy
- ✓ Get the X-Mech Part from Lucky Luis
- ✓ Upgrade your Digi-Beetle







MISSION 8

MODEM DOMAIN

NUMBER OF FLOORS: 10

RESCUE A FRIEND

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 Yanmamon	Data	Champion
 Palmon	Data	Rookie
 Kokatorimon	Data	Champion
 Akatorimon	Data	Champion
 Centarumon	Data	Champion
 Ninjamon	Data	Champion



CRITICAL ITEMS LIST

HP Driver
Magnetic Missiles
MP Driver
Parts Fix



The first few Floors of Modem Domain aren't a problem if you have a few Magnetic Missiles to wipe out Electro-Spores.

TIP

On the 6th Floor, the enemy Digimon are stronger. You can dodge some attacks, but not all of them. Keep your Digimon's HP and MP up.

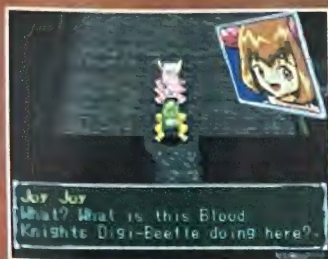
MISSION 8



ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

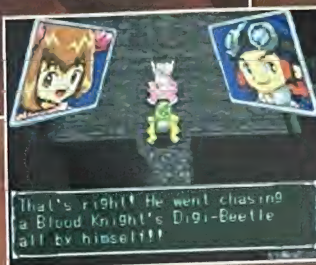
NAME	TYPE	LEVEL
 SandYanmamon	Data	Champion
 Wizardmon	Data	Champion
 NiseDrimogemon	Data	Champion
 Tyrannomon	Data	Champion
 Monochromon	Data	Champion
 MoriShellmon	Data	Champion
 Coelamon	Data	Champion
 MudFrigimon	Data	Champion
 Tankmon	Data	Champion
 Meramon	Data	Champion
 Clockmon	Data	Champion
 Raremon	Virus	Champion
 Monzaemon	Vaccine	Ultimate
 Ninjamon	Data	Champion
 Digitamamon	Data	Ultimate
 Deramon	Data	Ultimate
 Tankmon	Data	Champion
 Mamemon	Data	Ultimate
 MetalMamemon	Data	Ultimate
 Guardromon	Virus	Champion



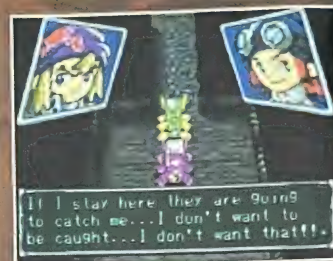
Finally, you find Joy Joy on the 10th Floor. She says, "Everything is spinning!" Joy Joy has confused Akira with the Blood Knights and decides to battle.

BOSS: JOY JOY

BOSS TEAM
Raremon
Monzaemon
Ninjamon



Eliminate Raremon first to put an end to his poisonous Fungus Cruncher Assist. Fight Ninjamon next, and finish off with Monzaemon. Regain MP when you can.



This isn't your last battle in Modem Domain. When your Digimon defeat Joy Joy's team, you earn 708 EXP and 2,600 BITS. Continue to search for Bertran while Joy Joy returns to Digital City.

Farther into the 10th Floor, you find Bertran's Digi-Beetle. Bertran wants to battle you!

BOSS: BERTRAN

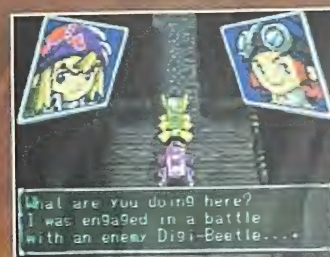
BOSS TEAM
Digitamamon
Deramon
Tankmon



Focus first on Digitamamon. His Assist Attack gives HP to one of his party members.



Finish the battle against Deramon, then Tankmon. If you're lucky, Tankmon will activate his Friendly Fire Attack—it inflicts damage on his own party member.



When you defeat Bertran, you receive 708 EXP and 2,400 BITS. Bertran wants to continue his pursuit of the Blood Knight, but his EP runs out and he is transported back to Digital City.



Use your HP and MP Drivers to bring your Digimon back to full health, then find the Blood Knights Officer on the 10th Floor. When you find him, he tells you that his Digi-Beetle has a beam-generating device that causes dementia. Just when the Officer thinks he has you where he wants you, he realizes you are holding the Beam Neutralizing Device Item that the Blood Knight Officer lost earlier. Because the Blood Knight Officer cannot use his beam-generating device on you, he decides to neutralize you himself.



BOSS: BLOOD KNIGHTS OFFICER

BOSS TEAM
Mamemon
MetalMamemon
Guardromon



MetalMamemon is tough, so take him out first. He has a Counter Attack that inflicts damage on your entire party. If you use Interrupts on his Attacks, they'll only hit one of your Digimon.



Attack Mamemon next. He has a Counter Attack, but it only attacks one party member at a time. Finish up with Guardromon. After your Digimon beat him, you are rewarded with 722 EXP and 3,920 BITS. Return to Digital City.



DIGITAL CITY

TEAM LEADER

Lucky Luis greets you when you arrive at Team Headquarters. Go into the Tamer's Room at Headquarters and speak with Bertran and Joy Joy. Ask Joy Joy about Ben Oldman. She knows where Ben lives and sends the information to your Digi-Beetle Browser.

COLISEUM

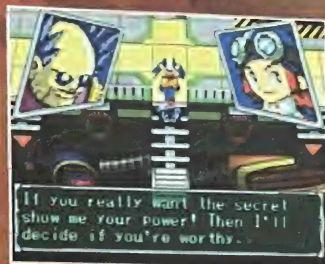
Your Digimon should be strong enough to win the Rank 1 Tournament at the Coliseum. The fee is 3,000 BITS, and the Prize is a MaxDriver. If you win, your new Rank will be Elite Tamer.

MAIN GATE

Restock your Items here or at Device Dome before heading to Archive Port in search of Ben Oldman.

CHECKLIST

- ✓ Rescue Joy Joy and Bertran
- ✓ Defeat the Blood Knight Officer
- ✓ Go to Digital City and talk to Joy Joy about Ben Oldman
- ✓ Restock Items
- ✓ Go to Archive Post to search for Ben Oldman

MISSION 9
DVD DOMAINFINDING BEN OLDMAN
ARCHIVE PORT

Ben Oldman isn't going to give away precious information without proof of who he's giving it to. Ben waits for you at DVD Domain and gives you Message-2.

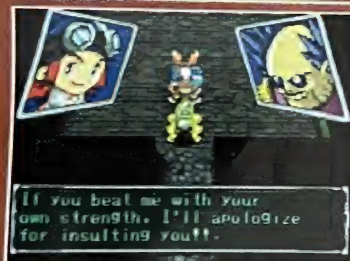
BOSS: BEN OLDMAN

BOSS TEAM

Centarumon

MetalMamemon

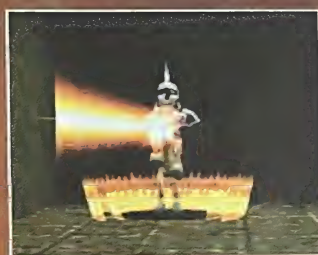
Meramon



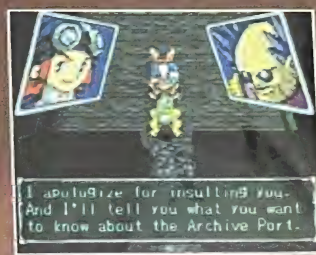
You cross a couple of rooms before meeting Ben Oldman, who doesn't waste any time in testing your loyalty.



MetalMamemon's Smiley Bomb Counter Attack has to be dealt with quickly to minimize damage to your Digimon Team.

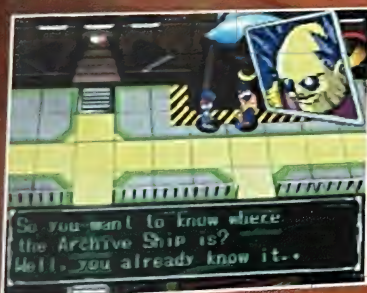


Meramon's Meteor Stream Counter Attack hits all of your Digimon, so it's a major threat to your party. Defeat him next, then move on to Centarumon. You earn 722 EXP and 3,280 BITS for defeating Ben Oldman's Digimon.



Ben apologizes for insulting you and promises to share information about the Archive Ship when you return to Archive Port. Restock your Items and purchase or upgrade any Parts you can afford, then return to Archive Port.

ARCHIVE PORT



Speak to Ben Oldman at Archive Port to get the information on Archive Ship. You will also receive data on a Domain Crimson discovered when Ben was still a Guard Tamer. Crimson may be hiding out in that Domain. Ben will give you the Old Map data.

DIGITAL CITY

TEAM LEADER

Back in Digital City, your Team Leader calculates Crimson's location using the map and the latest geographical data. Your mission is to go to Code Domain and destroy the Blood Knights.

COLISEUM

When you're strong enough, visit the Coliseum and enter the Rank 8 Tournament. The cost is 3,500 BITS and the prize is a Power Chip.

MAIN GATE

Restock your Ammo at the Main Gate or at Device Dome before heading to Code Domain.

CHECKLIST

- ✓ Find Ben Oldman
- ✓ Get the Old Map data
- ✓ Compete at the Coliseum for a Rank 8 title
- ✓ Restock your Digi-Beetle and upgrade your Parts
- ✓ Leave for Code Domain

MISSION 10

CODE DOMAIN

NUMBER OF FLOORS: 11

DESTROY THE BLOOD KNIGHTS

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
Numemon	Virus	Champion	Apemon	Vaccine	Champion
Raremon	Virus	Champion	ShimaUnimon	Vaccine	Champion
Tsukaimon	Virus	Rookie	Kuwagamon	Virus	Champion
Angemon	Vaccine	Champion	Flymon	Virus	Champion
ClearAgumon	Vaccine	Rookie	P-Sukamon	Virus	Champion
Kokatorimon	Data	Champion	Kabuterimon	Vaccine	Champion
Kiwimon	Data	Champion	Saberdramon	Vaccine	Champion
Mushroomon	Virus	Rookie	Wizardmon	Data	Champion
Devidramon	Virus	Champion	NiseDrimogemon	Data	Champion
Mojyamon	Vaccine	Champion	Frigimon	Vaccine	Champion
Birdramon	Vaccine	Champion	Gatomon	Vaccine	Champion
Ikkakumon	Vaccine	Champion	Piddomon	Vaccine	Champion
Gururumon	Vaccine	Champion	Tyrannomon	Data	Champion
Centarumon	Data	Champion	Monochromon	Data	Champion
Ninjamon	Data	Champion	MoriShellmon	Data	Champion
SandYanmamon	Data	Champion	Leomon	Vaccine	Champion
Greymon	Vaccine	Champion	Veedramon	Vaccine	Champion

ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Tankmon	Data	Champion	 Yanmamon	Data	Champion
 Meramon	Data	Champion	 Palmon	Data	Champion
 Clockmon	Data	Champion	 Guardromon	Virus	Champion
 Seadramon	Data	Champion	 Darkrizamon	Virus	Champion
 Shellmon	Data	Champion	 Gekomon	Virus	Champion
 Flarerizamon	Data	Champion	 Sukamon	Virus	Champion
 Airdramon	Vaccine	Champion	 RedVegiemon	Virus	Champion
 Dolphmon	Vaccine	Champion	 Devimon	Virus	Champion
 Piximon	Data	Ultimate	 Ogremon	Virus	Champion
 Togemon	Data	Champion	 Nanimon	Virus	Champion
 Icemon	Data	Champion	 Bakemon	Virus	Champion
 Andromon	Vaccine	Ultimate	 Deltamon	Virus	Champion
 Garurumon	Vaccine	Champion	 Cyclonemon	Virus	Champion
 Vademon	Virus	Ultimate	 Soulmon	Virus	Champion
 Gesomon	Virus	Champion	 Etemon	Virus	Ultimate
 Octomon	Virus	Champion	 Cherrymon	Virus	Ultimate

Code Domain may not seem difficult at first. The Floors aren't as expansive as in some of the other Domains, and most of the Digimon are ones you've already been in contact with. However, the scattered Land Mines may cause problems. If you haven't upgraded your Digi-Beetle's equipment, keep a couple of Parts Fix in your Tool Box in case you hit a Land Mine.

CRITICAL ITEMS LIST

Bug Zaps
Magnetic Missiles
Parts Fix
Power Disk



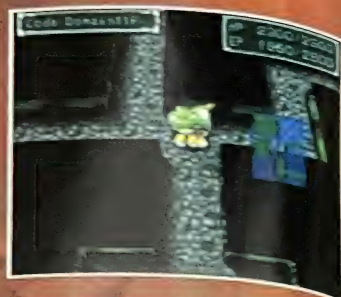
The Electro-Spores in this Domain are of a higher level than the ones you've encountered before, but Magnetic Missiles still destroy them.



The 5th Floor is confusing because of its dead ends. Refer to your Radar often to save EP.



It may be difficult to get past this group on the 6th Floor. They seem to be around every corner. If you're running low on MP and HP (and you don't want to return to Digital City or Device Dome for refills), run from the battles.

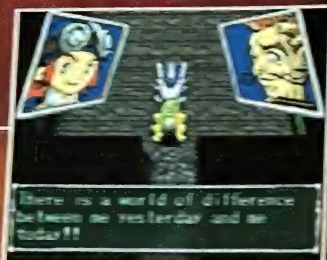


There are many twisting turns to the 11th Floor; refer to your map so you don't backtrack.

BOSS: COMMANDER DAMIEN

BOSS TEAM

Etemon
Cherrymon
Ogremon



Commander Damien's overconfidence could be his undoing.



Have your Digimon gang up on Cherrymon. His Pit Pelter attacks the entire party, and the HP loss is heavy.



2,610 BITS for defeating Commander Damien.

When Cherrymon is out of the way, switch your attentions to Etemon. His Concert Crush prevents your Digimon from using MP to cast Attacks. You earn 977 EXP and

DIGITAL CITY

TEAM LEADER

When you return to Team Headquarters to report your victory over Commander Damien, the Security Guard alerts you to an emergency. The Blood Knights attacked Archive Port and Ben Oldman was injured. Go to Archive Port to learn that Ben has gone to Digital City to see the Guard Team Leader. Hearing that Ben Oldman is all right, return to Digital City.

When you enter the Team Leader's office, Ben Oldman tells him that the Blood Knights have stolen the Navi-Disk from the Pilot Radar system. Your Team Leader and Ben Oldman ascertain that Crimson is hiding in Laser Domain. Your new mission is to go there and capture him.

DIGIMON CENTER

Before you leave Digital City, check in with the Digimon Center. They are trading MetalMamemon for NiseDrimogemon.

MAIN GATE

Speak to Bertran at the Main Gate; he tells you that he has heard Crimson travels with a SkullMammothmon, an ExTyranomon, and a Deltamon.

CHECKLIST

- ✓ Travel to Code Domain and defeat the Blood Knight Commander
- ✓ Receive your mission to defeat Crimson in Laser Domain
- ✓ Check with the Digimon Center Attendant for new trades
- ✓ Talk to everyone at Digital City to learn information



MISSION 11

LASER DOMAIN
NUMBER OF FLOORS: 12

CAPTURE CRIMSON

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Birdramon	Vaccine	Champion	 Kuwagamon	Virus	Champion
 Ikkakumon	Vaccine	Champion	 Guardromon	Virus	Champion
 Gururumon	Vaccine	Champion	 Darkrizamon	Virus	Champion
 Mojyamon	Vaccine	Champion	 Flymon	Virus	Champion
 Numemon	Virus	Champion	 P-Sukamon	Virus	Champion
 Raremon	Virus	Champion	 Centarumon	Data	Champion
 Tsukaimon	Virus	Rookie	 Ninjamon	Data	Champion
 Gekomon	Virus	Champion	 SandYanmamon	Data	Champion
 Sukamon	Virus	Champion	 Wizardmon	Data	Champion
 RedVegiemon	Virus	Champion	 NiseDrimogemon	Data	Champion
 Mushroomon	Virus	Rookie	 Cyclonemon	Virus	Champion
 Devidramon	Virus	Champion			
 Kokatorimon	Data	Champion			
 Akatorimon	Data	Champion			
 Kiwimon	Data	Champion			
 Kabuterimon	Vaccine	Champion			
 Greymon	Vaccine	Champion			
 Saberdramon	Vaccine	Champion			



ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Deltamon	Virus	Champion	 Icemon	Data	Champion
 Soulmon	Virus	Champion	 Angemon	Vaccine	Champion
 Devimon	Virus	Champion	 ClearAgumon	Vaccine	Rookie
 IceDevimon	Virus	Champion	 Palmon	Data	Rookie
 Hyogamon	Virus	Champion	 Yanmamon	Data	Champion
 Bakemon	Virus	Champion	 Frigimon	Vaccine	Champion
 Tyrannomon	Data	Champion	 Gatomon	Vaccine	Champion
 Coelamon	Data	Champion	 Piddomon	Vaccine	Champion
 MudFrigimon	Data	Champion	 Ogremon	Virus	Champion
 Seadramon	Data	Champion	 Nanimon	Virus	Champion
 Shellmon	Data	Champion	 Apemon	Vaccine	Champion
 Flareizamon	Data	Champion	 ShimaUnimon	Vaccine	Champion
 Piximon	Data	Ultimate	 Vademon	Virus	Ultimate
 Togemon	Data	Champion	 Octomon	Virus	Champion
			 Gesomon	Virus	Champion
			 Andromon	Vaccine	Ultimate
			 Garurumon	Vaccine	Champion
			 MegaKabuterimon	Vaccine	Ultimate
			 Tuskmon	Virus	Champion

CRITICAL ITEMS LIST

BugZaps
HP Driver
Magnetic Missiles
MaxDriver
Mech Fix
MP Driver
Parts Fix



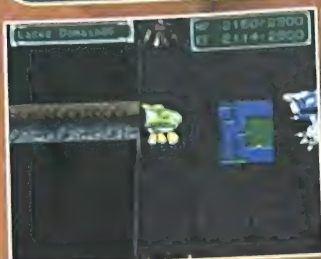
Laser Domain looks slightly different from the other Domains. Also, it takes a different type of Magnetic Missiles to disable the Blue Electro-Spores.

NOTE

It isn't difficult to get through the halls of Laser Domain. You have battled most of the Digimon here before. The Domain is familiar except for the occasional Blue Electro-Spore.

TIP

You can befriend a strong Kuwagamon in Laser Domain.



Don't let rooms like this one discourage you. Your Digimon are strong, your strategy is sound, and you can avoid one or two battles before reaching the Floor Portal.

TIP

When you reach the 11th Floor, be certain the HP and MP levels of your Digimon are at their max; they'll soon clash with Commander Damien.

BOSS: COMMANDER DAMIEN

BOSS TEAM

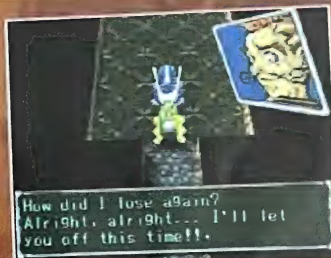
MegaKabuterimon
Puppetmon
RedVegiemon



The RedVegiemon has a nasty Assist called RottenRainballs. It adds Poison Effects to his attacks. Knock RedVegiemon out of the lineup first.



Next, set in on MegaKabuterimon, whose Interrupt Attack lowers the power of your Digimon's Attacks. Finish the battle with Puppetmon. His Puppet Pummel is very strong, but he doesn't have that extra punch the other Digimon have.



Commander Damien doesn't handle defeat well. After he retreats, head to the Floor Portal.



You have entered the 12th Floor of Laser Domain. Travel to the center of the Floor, up the purple hallway, to meet Crimson, the Leader of the Blood Knights.

BOSS: CRIMSON

BOSS TEAM

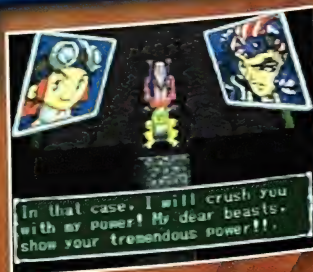
ExTyrannomon
SkullMammothmon
Deltamon



Two of Crimson's Digimon have nasty party attacks. SkullMammothmon and Deltamon are triple threats because they attack all three of your party members at once. Deal with them quickly. Wallop them with everything you've got. Point for point, SkullMammothmon's S-Bone Crusher Attack causes more damage per Digimon than Deltamon's Triple Forces Attack. Focus your strongest attacks against SkullMammothmon.

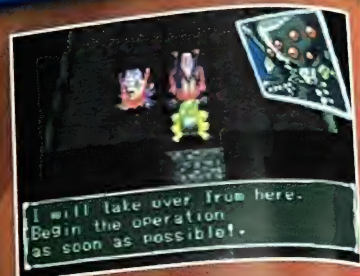


When you have Crimson's Team down to one Digimon, have your strongest Digimon guard to regain MP spent during the battle. Unless you have a Digi-Beetle full of MP Drivers, use your Digimon's strengths wisely and allow them to recoup their powers.



When your Digimon defeat Crimson's team, you earn 1,011 EXP and 3,780 BITS. Crimson offers you a place in his regime, but you refuse. When you do, Crimson decides to finish you off. However, before the bat-

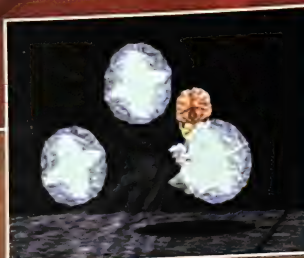
tle begins, a Blood Knight Officer arrives and tells Crimson the troops need him. Crimson leaves, but offers another opportunity for you to battle on File Island. Crimson gives you the Navi-Disk so you can find him later.



It's the Blood Knights Officer's turn to battle with you.

BOSS: BLOOD KNIGHTS OFFICER

BOSS TEAM
Cyclonemon
Vademon
Tuskmon



Compared to the battle with Crimson, this Boss Fight is a piece of cake. Vademon should be your first target because of his Coral Crusher Attack, which reduces quickness.



Move on to Tuskmon, with a Slamming Tusk Technique, then finish the battle by defeating Cyclonemon. When your Digimon defeat the Blood Knights Officer, you earn 714 EXP and 2,700 BITS. Drive into the Floor Portal to return to Digital City.

DIGITAL CITY

TEAM LEADER

The Team Leader is disappointed that you didn't defeat Crimson, but he knows you will get another chance on File Island. Ben Oldman says you can get there by fixing the emergency Escape Pod on Archive Ship. To fix Archive Ship, you need three Ship Parts, the Ship Key, and the stolen Navi-Disk. You have the Navi-Disk and the Ship Parts from previous Boss Fights; you only need to find the Ship Key. If the Ship Key is in one of the Domains, the Digimon might know where. Your new mission is to find the Ship Key. Before attending to your business in Digital City, hop over to Meditation Dome and speak with Angemon about the Ship Key.

MEDITATION DOME

Angemon will tell you that Agumon, a Digimon who collects all sorts of Items, is at Meditation Dome right now. When you question Agumon about the Ship Key, Agumon remembers hearing about it, but doesn't remember from whom. However, NiseDrimogemon to trade at the Digimon Center in Digital City. Return to Digital City as soon as you have the NiseDrimogemon.

DEVICE DOME

The Special Item Vendor at Device Dome has the Gifts you need to befriend a NiseDrimogemon. Purchase several Data Type Gifts to offer a NiseDrimogemon. While you're at Device Dome, be sure your Digi-Beetle has all of the latest equipment, including a Phantom Hand to disarm level 3 Treasure Boxes, and Plate TIRES to protect your Digi-Beetle from Blue Acid in the Domains. After you have your Digi-Beetle upgraded with the most current equipment and stocked with Gifts for the NiseDrimogemon, go to Modem Domain and befriend it before returning to Digital City.

DIGITAL CITY

DIGIMON CENTER

At the Digimon Center, trade the NiseDrimgemon for a MetalMamemon. Afterward, stop by the Coliseum and speak to Leomon.

COLISEUM

Leomon wants you to tell the legendary fighter, Master Tyrannomon, that Leomon will come see him some day. It is Leomon's dream to battle Master Tyrannomon on File Island.

While you're at the Coliseum, enter the Rank 9 Tournament for 4,000 BITS. The prize is an EXP Chip. Winning this Tournament earns you the title of Rank 9 Chief Tamer. After winning the Tournament, return to the Digimon Center.

DIGIMON CENTER

Agumon waits for you at the Digimon Center, and gives you the Ship Key. He had it all along!

TAMER'S CLUB

Check with the other Tamers in the Tamer's Club to hear information about the Blood Knights. One Tamer says the Blood Knight's Boss is called "Dami" something. Another Tamer confirms that the Blood Knights are at File Island.

MAIN GATE

Your Digi-Beetle is ready to go if you upgraded your equipment at Device Dome. Restock any Items you used in befriending the NiseDrimgemon, then head to your Digi-Beetle. It's time to take the Ship Key to Archive Port. Ben Oldman will be waiting.

CHECKLIST

- ✓ Battle Crimson and the other Blood Knights in Laser Domain
- ✓ Find out what Ben Oldman needs to fix the Escape Pod
- ✓ Find the Ship Key
- ✓ Trade for a Digimon at the Digimon Center
- ✓ Get a message from Leomon
- ✓ Win the Tournament at the Coliseum to become a Rank 9 Tamer
- ✓ Get the Ship Key from Agumon
- ✓ Travel to Archive Port with the Ship Key



DIGIMON

DIGIMON WORLD 2

MISSION 12

POWER DOMAIN

NUMBER OF FLOORS: 2

THE TRIP TO FILE ISLAND

ARCHIVE PORT



BEN OLDMAN AND AKIRA CAN NOW START UP THE POD SHIP AND GO TO FILE ISLAND. WHILE BEN WORKS ON THE PORTAL, SCOUT OUTSIDE. FILE CITY IS ACCESSIBLE FROM ARCHIVE SHIP.

FILE CITY









I'm MasterTyranomon, the defender of File City. What do you want?

In File City, you see many new things, including MasterTyranomon. Could this be the legendary Master to whom Leomon wanted you to give the message? Unfortunately, MasterTyranomon doesn't trust strangers, so battle him to gain entrance to File City. When you win, he

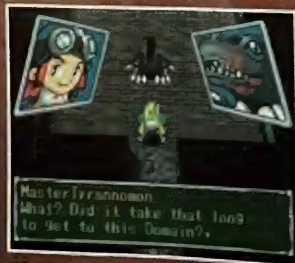
gives you Message-3, the directions to Power Domain.

There are only two Floors to Power Domain, but you have to battle past several groups of high-level Digimon before you reach MasterTyranomon.

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 Kabuterimon	Vaccine	Champion
 Greymon	Vaccine	Champion
 Saberdramon	Vaccine	Champion
 Monochromon	Data	Champion
 Tyranomon	Data	Champion
 MoriShellmon	Data	Champion

BOSS: MASTERTYRANOMON



MasterTyranomon has a powerful Blaze Blast and Slamming Tusk Attack, but you can handle him easily. For defeating MasterTyranomon, you receive 476 EXP and 900 BITS.

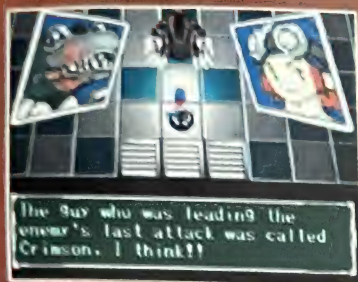


Walk into the Exit Portal to return to Digital City. Go to Archive Port and enter the Portal there each time you want to return to File Island.



FILE CITY LEGEND FOR FILE CITY

- | | | | |
|---|---------------------|---|-----------------|
| A | Master Gate | C | Item Shop |
| B | Digi-Beetle Factory | D | Jijimon's House |



Back at File City, tell MasterTyrranomon about the Blood Knights that were attacking Directory Continent. MasterTyrranomon believes that Crimson went to see the enemy Boss, Chaos Lord. The elder, Jijimon, is the only Digimon who knows where to find the Chaos Lord, but the Blood Knights kidnapped him. Jijimon is being held in one of the four Domains around File City.

DIGI-BEETLE FACTORY

In the Digi-Beetle Factory you meet Tankmon, who is the maintenance Digimon in File City. He can fix anything on your Digi-Beetle. Patamon is the Parts Vendor for File City. There are many new Parts for your Digi-Beetle here, but they are expensive!

ITEM SHOP

Agumon runs the Item Shop. This Item Vendor has Toy Planes for sale! At the Item Shop, Centarumon can digivolve or DNA digivolve any type of Digimon.

MASTER GATE

Return to Master Gate when you're ready to pursue Crimson. Each time you return to File City, MasterTyrranomon greets you at Main Gate and has Tankmon look after your Digi-Beetle.

DIODE DOMAIN

NUMBER OF FLOORS: 13

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Kuwagamon	Virus	Champion	 Octomon	Virus	Champion
 Guardromon	Virus	Champion	 Gesomon	Virus	Champion
 Darkrizamon	Virus	Champion	 Deltamon	Virus	Champion
 Devimon	Virus	Champion	 Cyclonemon	Virus	Champion
 Ogremon	Virus	Champion	 Soulmon	Virus	Champion
 Nanimon	Virus	Champion	 SkullGreymon	Virus	Ultimate
 Flymon	Virus	Champion	 Megadramon	Virus	Ultimate
 P-Sukamon	Virus	Champion	 Tuskmon	Virus	Champion
 IceDevimon	Virus	Champion	 Gigadramon	Virus	Ultimate
 Hyogamon	Virus	Champion	 DarkTyrranomon	Virus	Champion
 Bakemon	Virus	Champion	 Phantomon	Virus	Ultimate
 Vademon	Virus	Ultimate	 Devidramon	Virus	Champion

CRITICAL ITEMS LIST

Anti-Dote	Magnetic Missiles
Anti-Mixup	MP Driver
HP Driver	Power Disk



MISSION



If you haven't upgraded your Digi-Beetle Parts to fire Magnetic Missiles (which can eliminate Red Electro-Spores), you'll have to soon. The Red Electro-Spores are the highest level of Electro-Spores and cause the most damage. If you have a Magnetic Missiles, eliminate this Electro-Spore and enter the Floor Portal.



You may earn more EXP and BITS in the new Domains of File Island, but everything's relative. The Digimon you must battle to earn those BITS and EXP are much stronger than those you have battled before. You'll quickly spend the BITS by purchasing new Parts for your Digi-Beetle and Drivers for your Digimon.



Rooms like this make it worth the cost of upgrading the Digimon Part that disarms Treasure Boxes.

BOSS: BLOOD KNIGHTS COMMANDER

BOSS TEAM
Bakemon
Phantomon
Devidramon



Wasn't "Gaia" the word Kim's robot was repeating?



**Because of the threat of Bakemon's
Confusion-causing Evil Charm
Attack, eliminate him first.**



Devidramon is second in line because of his Triple Forces Attack that attacks all of your party members. After your Digimon defeat Phantomon, you earn 4,200 BITs and 1,147 EXP. Walk into the Floor Portal to be transported back to File City.

FILE CITY

ITEM SHOP

Restock at the Item Shop and digivolve any of your Digimon that are ready.

DIGI-BEETLE FACTORY

Purchase Parts and upgrades for your Digi-Beetle. With the BITS you earned in Diode Domain, you have enough to trick it out.

MASTER GATE

When you have everything you need, enter the Master Gate to get your Digi-Beetle and head for Port Domain to defeat another Blood Knight Commander.






















CHECKLIST

- ✓ Gain entrance to File City
- ✓ Purchase Parts and Items from local vendors
- ✓ Defeat the Blood Knights Commander in Diode Domain

MISSION 13

DEFEAT THE BLOOD KNIGHT
COMMANDER

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Centarumon	Data	Champion	 Piximon	Data	Ultimate
 Wizardmon	Data	Champion	 Togemon	Data	Champion
 NiseDrimgemon	Data	Champion	 Icemon	Data	Champion
 Monochromon	Data	Champion	 Mamemon	Data	Ultimate
 Ninjamon	Data	Champion	 Deramon	Data	Ultimate
 SandYanmamon	Data	Champion	 Digitamamon	Data	Ultimate
 Tyrannomon	Data	Champion	 Pumpkinmon	Data	Ultimate
 MoriShellmon	Data	Champion	 Starmon	Data	Champion
 Coelamon	Data	Champion	 J-Mojyamon	Data	Champion
 MudFrigimon	Data	Champion	 SkullMeramon	Data	Ultimate
 Tankmon	Data	Champion			
 Meramon	Data	Champion			
 Clockmon	Data	Champion			
 Seadramon	Data	Champion			
 Shellmon	Data	Champion			
 Flarerizamon	Data	Champion			

CRITICAL ITEMS LIST

Bug Zaps
 Drill Missiles
 EP Packs
 HP Driver
 Magnetic Missiles
 MechFix-EX
 MP Driver
 Power Disk

NOTE

You may be tempted to start your crusade in Giga Domain, but once inside you won't be able to see anything because it's so dark. Instead, battle your way through Port Domain and return to Giga Domain later.



You are familiar with most of the Digimon in Port Domain, but there are some new faces. Also, be on alert for nasty traps. Pack plenty of Bug Zaps or you may find yourself heading home empty-handed.



The bottom Floor of this Domain is nasty. Be prepared with plenty of Missiles and MechFix.

MISSION

GIGA DOMAIN
NUMBER OF

CRITICAL

Bug Zaps
Drill Missiles
EP Packs
HP Drivers
Magnetic
MechFix
MP Drivers
Power

BOSS: BLOOD KNIGHT COMMANDER

BOSS TEAM

Meramon
SkullMeramon
Flarerizamon



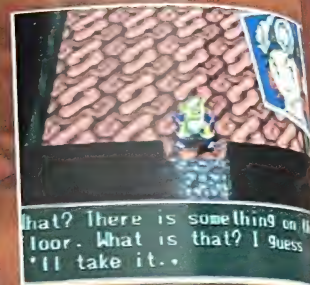
SkullMeramon makes the biggest impact on the initial round of attacks. His Metal Fireball Attack hits all of your party members with a devastating blow. Lower the power of SkullMeramon as soon as you can to reduce the damage he inflicts on your party.



Deal with Flarerizamon's Stun Flame Shot as soon as you can to spare the firepower. The hit doesn't cause as much damage as SkullMeramon's Metal Fireball Attack, but it has a paralyzing effect on your party.



Finish the battle with Meramon. His Fireball Attack only affects one party member.



For defeating the Blood Knight Commander, you earn 1,011 EXP and 3,500 BITS. In addition, before you leave, you find the Electroder Drive into the Exit Portal and return to File City.

Now that
Giga Dom

FILE CITY

When you return to File City, take the Portal to Device Dome and speak to Techna-Donna. You can restock your Items later.

DEVICE DOME



Speak to Techna-Donna, and ask her about the Electroder you found in Port Domain. She is very excited about the find. She uses the Electroder to boost the power on your radar, creating Power Radar for your Digi-Beetle. Whenever you find an interesting item such as the Electroder, bring it to Techna-Donna. She may be able to do something with it. Take the Portal back to File City.

FILE CITY

ITEM SHOP

If you haven't already restocked your Digi-Beetle with Magnetic Missiles, Drill Missiles, and Power Disks, do it now.

DIGI-BEETLE FACTORY

With the BITS you earned in Port Domain, you should be able to afford new Parts for your Digi-Beetle. The stronger your Digi-Beetle is, the farther you can travel through the Domains of File Island. When you're appropriately equipped, head to Giga Domain.

CHECKLIST

- ✓ Battle through Port Domain and defeat the Blood Knights Commander
- ✓ Retrieve the Electroder and take it to Techna-Donna at Device Domain
- ✓ Restock your Items and upgrade or buy Parts for your Digi-Beetle
- ✓ Travel to Giga Domain

MISSION 14

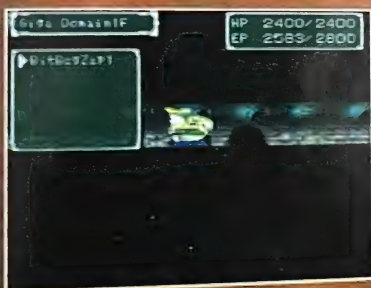
GIGA DOMAIN

NUMBER OF FLOORS: 13

CRITICAL ITEMS LIST

Bug Zaps
Drill Missiles
EP Packs
HP Driver
Magnetic Missiles
MechFix-EX
MP Driver
Power Disk

Now that you have Power Radar, the Giga Domain is no longer in the dark.



Bug Zaps are essential in Giga Domain—there are some areas you can't access without them. You also need the more powerful Bug Zaps to get past some of Giga Domain's pests.



You also face Land Mines in Giga Domain. If your Digi-Beetle has been upgraded to handle the most powerful Land Mines, you'll be able to pop these out of your way.

DEFEAT THE BLOOD KNIGHT COMMANDER

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 Frigimon	Vaccine	Champion
 Gatomon	Vaccine	Champion
 Piddomon	Vaccine	Champion
 Greymon	Vaccine	Champion
 Kabuterimon	Vaccine	Champion
 Saberdramon	Vaccine	Champion
 Apemon	Vaccine	Champion
 ShimaUnimon	Vaccine	Champion
 Leomon	Vaccine	Champion
 Veedramon	Vaccine	Champion
 Garurumon	Vaccine	Champion
 Tortomon	Vaccine	Champion
 Dolphmon	Vaccine	Champion
 Airdramon	Vaccine	Champion
 Andromon	Vaccine	Ultimate
 MetalGreymon	Vaccine	Ultimate
 Ikkakumon	Vaccine	Champion
 Zudomon	Vaccine	Ultimate

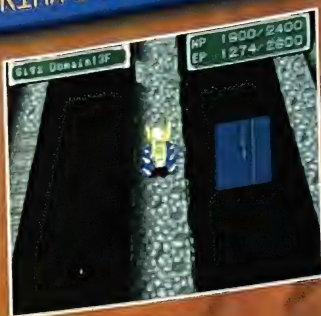
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MISSION 14

65

97

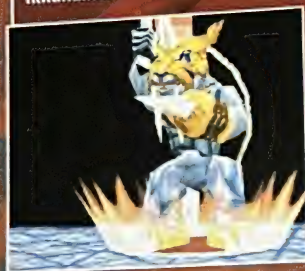


By the time you reach the 13th Floor, your EP may be low. The Floors of Giga Domain are large and confusing. You'll use Items and EP quickly.

BOSS: BLOOD KNIGHT COMMANDER

BOSS TEAM

Zudomon
Tortomon
Ikkakumon



Eliminating the triple threat of Zudomon's Vulcan's Hammer Attack is your first priority. This Attack affects all party members.



Tortomon has a party attack called Strong Carapace, but the damage it deals to all party members is slight in comparison to Zudomon's Attack.



After defeating Zudomon, concentrate your next attack on Ikkakumon, whose Harpoon Torpedo is a medium-strength Attack. Although it only attacks a single party member, the damage it causes is quite substantial and could be enough to eliminate that member.



After collecting the 1,003 EXP and 2,800 BITS for defeating this Blood Knight Commander, continue north and enter the small room to the east to find Jijimon! Now rescued, Jijimon returns to File City and so should you. Drive to the Exit Portal in the next room to return to File City.

FILE CITY

JIJIMON'S HOUSE

Jijimon is eager to help you find Crimson, but he doesn't have much information to share with you. He says that Crimson is probably with Chaos Lord in Soft Domain, but he doesn't know where that is. He suggests that you talk with the local Digimon to find where Crimson and Soft Domain may be.

DIGI-BEETLE FACTORY

It's time to upgrade your engine if you haven't already. There's a WyvernEG-1 for sale for 40,000 BITS at the Digi-Beetle Factory. It provides 2,800 HP; Tankmon, the Digi-Beetle Mechanic, will upgrade your Digi-Beetle with this new engine. There's also a StorkBOX for 10,000 BITS. It raises the number of Items your Digi-Beetle can carry to 32. When you have upgraded your Digi-Beetle and purchased any Items you need, go to Master Gate.

CHECKLIST

- ✓ Defeat the Blood Knight Commander at Giga Domain
- ✓ Rescue Jijimon
- ✓ Upgrade your Digi-Beetle and purchase Items
- ✓ Head out for Master Gate and Scan Domain

MISSION 15

SCAN DOMAIN
NUMBER OF FLOORS: 14

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 Kuwagamon	Virus	Champion
 Flymon	Virus	Champion
 P-Sukamon	Virus	Champion
 Centarumon	Data	Champion
 Wizardmon	Data	Champion
 NiseDrimgemon	Data	Champion
 Monochromon	Data	Champion
 Tyrannomon	Data	Champion
 MoriShellmon	Data	Champion
 Frigimon	Vaccine	Champion
 Tortomon	Vaccine	Champion
 Dolphmon	Vaccine	Champion
 Gatomon	Vaccine	Champion
 Piddomon	Vaccine	Champion
 Devimon	Virus	Champion
 Hyogamon	Virus	Champion
 IceDevimon	Virus	Champion
 Ogremon	Virus	Champion

NAME	TYPE	LEVEL
 Nanimon	Virus	Champion
 Coelamon	Data	Champion
 MudFrigimon	Data	Champion
 Tankmon	Data	Champion
 Meramon	Data	Champion
 Clockmon	Data	Champion
 Leomon	Vaccine	Champion
 Veedramon	Vaccine	Champion
 Bakemon	Virus	Champion
 Seadramon	Data	Champion
 Shellmon	Data	Champion
 Flarerizamon	Data	Champion



ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Airdramon	Vaccine	Champ	 Metemormon	Data	Ultimate
 Piximon	Data	Ultimate	 Pumpkinmon	Data	Ultimate
 Togemon	Data	Champion	 Starmon	Data	Champion
 Icemon	Data	Champion	 J-Mojyamon	Data	Champion
 Octomon	Virus	Champion	 Garudamon	Vaccine	Ultimate
 Vademon	Virus	Ultimate	 Monzaemon	Vaccine	Ultimate
 Gesomon	Virus	Champion	 Triceramon	Data	Ultimate
 Andromon	Vaccine	Ultimate	 BlueMeramon	Data	Ultimate
 Garurumon	Vaccine	Champion	 Lillymon	Data	Ultimate
 SkullGreymon	Virus	Ultimate	 MegaKabuterimon	Vaccine	Ultimate
 Megadramon	Virus	Ultimate	 MasterTyrannomon	Vaccine	Ultimate
 Tuskmon	Virus	Champion	 AeroVeedramon	Vaccine	Ultimate
 MetalGreymon	Vaccine	Ultimate	 Okuwamon	Virus	Ultimate
 Kabuterimon	Vaccine	Champion	 Garbagemon	Virus	Ultimate
 Apemon	Vaccine	Champion	 Etemon	Virus	Ultimate
 Giromon	Vaccine	Ultimate	 Woodmon	Virus	Champion
 WereGarurumon	Vaccine	Ultimate	 Kiwimon	Data	Champion
 Mamemon	Data	Ultimate			
 Deramon	Data	Ultimate			
 Digitamamon	Data	Ultimate			

CRITICAL ITEMS LIST

Bug Zaps
 Drill Missiles-4
 EP Packs
 HP Driver
 Magnetic Missiles-4
 MechFix-EX
 MP Driver
 Power Disk
 Wave Missiles

MISSION 15

Scan Domain is very large and filled with powerful Digimon, dangerous Land Mines, and Electro-Spores. Have the largest Tool Box for your Digi-Beetle to hold as many Missiles, Drivers, Bug Zaps, and Parts Fix as you can.



If you have your Digi-Beetle upgraded and plenty of Magnetic Missiles on hand, rooms like this are no problem.



The 4th Floor can be confusing and drain your EP. Avoid backtracking and pay attention to your Radar.



Without the right kind of Drill Missiles, you can't avoid battles with some Digimon.



Keep a few Parts Fix in your Digi-Beetle so you can repair damaged Parts when you run into Land Mines like this one.

TIP

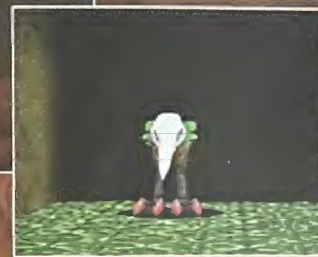
There are new and powerful Digimon in Scan Domain. Many of them are in their Ultimate form, making them very strong. Keep your HP and MP up—you never know what might appear around the corner.

BOSS: BLOOD KNIGHT COMMANDER

BOSS TEAM
Pumpkinmon
Woodmon
Kiwimon



Pumpkinmon's Trick or Treat Technique inflicts substantial damage on your entire party. Focus on squashing Pumpkinmon at the start.



Kiwimon. His Pummel Peck Technique isn't as ferocious as those of his party members. You earn 1,368 EXP and 3,300 BITS for defeating this Blood Knight Commander's party. Drive to the Exit Portal and return to File City.

Woodmon is your next priority. His Twig Tap Attack sucks HP from the targeted Digimon, but it's not as damaging as Pumpkinmon's Attacks. Finish the battle by eliminating

FILE CITY JIJIMON'S HOUSE



Speak to Jijimon. He tells you that to get inside Soft Domain, you must have the three Chaos Rings worn by the Chaos

Generals. The Generals are hiding in other Domains, so you need to track them down and eliminate them. To help you, Jijimon gives you the Admantium Core. You must return to Digital City to have the Chief Engineer install the new Admantium Body on your Digi-Beetle.

MASTER GATE

As you are leaving File City, there's a great shaking of the earth. Go to Jijimon's House again and you will find that a stranger named Esteena appeared from nowhere, and though you do not know each other, for some reason you are very familiar to Esteena and Esteena to you. She will stay with Jijimon while you continue your mission.

DIGITAL CITY MAIN GATE

Have Chief Engineer Maestro work on your Digi-Beetle to install the new Admantium Body. You must have an engine that works in an Admantium Body Digi-Beetle before the Chief Engineer can install the new body. Purchase at least a Dragon Engine from the Parts Vendor in File City before attempting to get the new core installed. When the Admantium Body is on your Digi-Beetle, return to File City.

DIGIMON CENTER

The Attendant in the Digimon Center tells you they are trading Dark Tyrannomon for Myotismon.

FILE CITY DIGI-BEETLE FACTORY

Sell off old Parts that worked on your Titanium Digi-Beetle and replace them with the more powerful Parts that work in the Admantium Body.

ITEM VENDOR

If you have any BITS left, stock up on Missiles, Bug Zaps, and Drivers.

MASTER GATE

Leave File City and pursue the Chaos Generals to win their Chaos Rings.

CHECKLIST

- ✓ Defeat the Blood Knight Commander in Scan Domain
- ✓ Get the Admantium Core from Jijimon
- ✓ Purchase a new Engine from the Digi-Beetle Factory
- ✓ Meet Esteena in Jijimon's House
- ✓ Return to Digital City to have the new Core installed
- ✓ Visit the Digimon Center in Digital City
- ✓ Return to File City



MISSION 16

DATA DOMAIN

NUMBER OF FLOORS: 15

CRITICAL ITEMS LIST

Anti-Mixup

Bug Zaps

Drill Missiles-4

EP Packs

HP Driver

Magnetic Missiles-4

MechFix-EX





















MP Driver

Power Disk

Wave Missiles

DEFEAT CHAOS PIEDMON

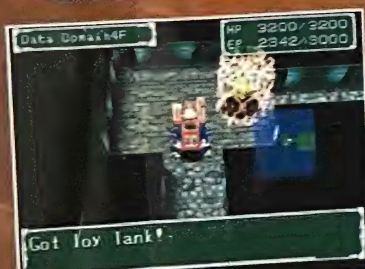
ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 Tortomon	Vaccine	Champion
 Dolphmon	Vaccine	Champion
 Leomon	Vaccine	Champion
 Veedramon	Vaccine	Champion
 Garurumon	Vaccine	Champion
 Airdramon	Vaccine	Champion
 MetalGreymon	Vaccine	Ultimate
 Kabuterimon	Vaccine	Champion
 Apemon	Vaccine	Champion
 Frigimon	Vaccine	Champion
 Piddomon	Vaccine	Champion
 Gatomon	Vaccine	Champion
 Andromon	Vaccine	Ultimate
 Garudamon	Vaccine	Ultimate
 Giromon	Vaccine	Ultimate
 Monzaemon	Vaccine	Ultimate
 WereGarurumon	Vaccine	Ultimate
 MasterKabuterimon	Vaccine	Ultimate
 MegaTyranomon	Vaccine	Ultimate
 AeroVeedramon	Vaccine	Ultimate

ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

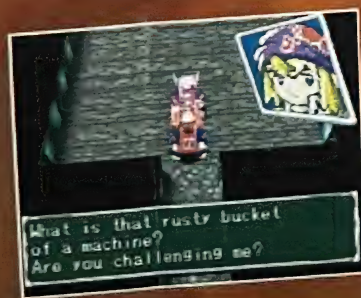
NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Zudomon	Vaccine	Ultimate	 Piximon	Data	Ultimate
 Whamon	Vaccine	Ultimate	 Lillymon	Data	Ultimate
 Panjyamon	Vaccine	Ultimate	 Blossomon	Data	Ultimate
 Angewomon	Vaccine	Ultimate	 Phantomon	Virus	Ultimate
 Digitamamon	Data	Ultimate	 Myotismon	Virus	Ultimate
 Okuwamon	Virus	Ultimate	 Vademon	Virus	Ultimate
 Ninjamon	Data	Champion	 Gekomon	Virus	Champion
 Deramon	Data	Ultimate	 ShogunGekomon	Virus	Ultimate
 Monzaemon	Vaccine	Ultimate	 Giromon	Vaccine	Ultimate
 Starmon	Data	Champion	 ChaosPiedmon	Virus	Mega
 MagnaAngemon	Vaccine	Ultimate	 Andromon	Vaccine	Ultimate



The Digimon on the first few Floors of Data Domain aren't too dangerous, but the Red Electro-Spores make it difficult to reach Treasure Boxes.



An A-Level BugSWEEP prevents you from stepping into one of these Bug Nests.



Just when you thought things were going smoothly, Bertran shows up on the 8th Floor—and he's weirded out again.





BOSS: BERTRAN

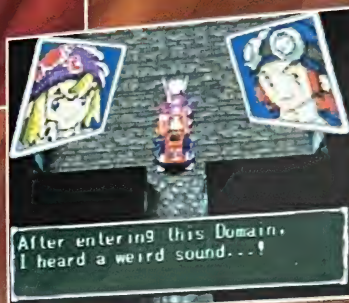
BOSS TEAM
Digitamamon
Okuwamon
Ninjamon



Focus your first attack on Okuwamon. His Duo Scissor Claw Attack lowers the defense of all of your party members. Take out Ninjamon next to avoid his Counter Attack, Ninja Knife Throw.

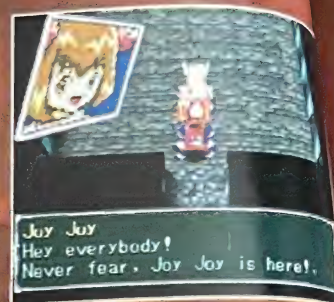


Finally, focus on Digitamamon. You may decide to switch your attack strategy and go after Digitamamon first because of his Sonic Crusher Attack, which causes Confusion in the targeted Digimon. However, Digitamamon typically guards, so wait until after you eliminate the others to squash him. Defeating Bertran's team earns you 708 EXP and 2,400 BITS.



After entering this Domain, I heard a weird sound...!

Bertran needs to stop coming alone to the Domains. He should also think about getting a larger Battery. After Bertran leaves, continue through the Domain.



Joy Joy
Hey everybody!
Never fear, Joy Joy is here!

Just when you think it's safe to travel the Domains again, Joy Joy shows up, and apparently she's under the same spell as Bertran.



BOSS: JOY JOY

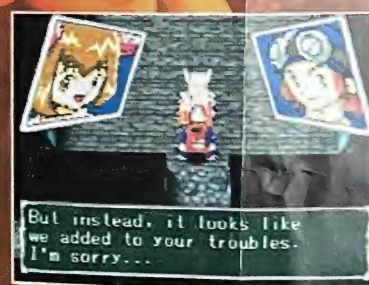
BOSS TEAM
Deramon
Monzaemon
Starmon



Monzaemon's Giga Byte Wing Attack packs an effective punch against your Digimon lineup. Consider doubling up your Digimon to take him out early.



Watch out for Starmon's Meteor Stream Attack. As a Counter Attack, it affects all of your party members. Finish the battle against Deramon, but don't underestimate him. His Sonic Crusher Attack causes a fair amount of damage to any one of your Digimon.



After defeating Joy Joy's team, you receive 708 EXP and 2,600 BITS, and Joy Joy regains her senses.



The deeper you travel into Data Domain, the more fearsome the enemies become. Often, you are confronted by Digimon parties comprised of all Ultimate-level Digimon.



You find Mark Shultz on the 11th Floor. How many other Guard team members are affected with this strange behavior?

BOSS: MARK SHULTZ**BOSS TEAM**

Angewomon

MagnaAngemon

Garudamon



Unless you have Anti-Mixup, a Confusion Attack that affects one of your Digimon can be as devastating as a triple attack against all members. Angewomon's Sonic Crush causes confusion on a party member, so target her first.



Garudamon's Meteor Wing Attack affects your whole party, but the damage is minimal compared to Confusion. Attack MagnaAngemon last unless he begins healing other party members. If that happens, take him out before Garudamon. Promising to train harder, Mark Shultz returns to normal and you earn 966 EXP and 2,860 BITS.



Debbie (another Tamer) is also on the 11th Floor.

NOTE

If you have enough Items to keep your Digimon healthy, push on. If not, use Auto Pilot to return to File City and restock. You won't have to battle the Guard Tamers the second time through Data Domain.

**BOSS: DEBBIE****BOSS TEAM**

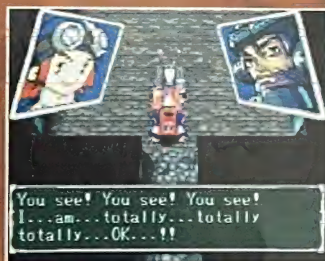
Piximon

Lillymon

Blossomon



Attack Piximon first because of her Sonic Crusher Attack; you do not want to become confused. Follow up with Blossomon, then Lillymon to defeat Debbie and send her back to Digital City.



When you run into Chris Conner (another Tamer) on the 11th Floor, he seems to have his senses about him still.

BOSS: CHRIS CONNER**BOSS TEAM**

Phantomon

Myotismon

Vademon



Vademon's Confusion-causing Alien Ray Attack needs to be squashed unless you have Anti-Mixup. Myotismon's Grisly Wing Attack

isn't a huge danger, so make him your second target. Finish off by dispatching Phantomon. Defeating Chris Conner nets you 966 EXP and 3,740 BITS.



On the 4th Floor, you catch up with Gekomon, who's been confusing the Guard Tamers.



BOSS: GEKOMON

BOSS TEAM

Gekomon
ShogunGekomon
Gekomon



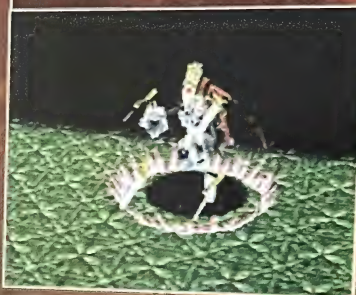
This group thrives on Confusion Attacks. Pump Anti-Mixup into your party while blasting these three as hard as you can. When your Digimon win, you receive 1,248 EXP and 2,400 BITS.

You've finally made it to the bottom Floor of Data Domain. If your MineSWEEP is damaged, travel lightly—there are Land Mines all over this Floor. Go straight up the center of the room to reach the final boss of Data Domain—the Chaos General, ChaosPiedmon.

BOSS: CHAOSPIEDMON

BOSS TEAM

Giromon
ChaosPiedmon
Andromon



Bang away on Giromon in defiance of his Big Bang Boom Attack. Next, address Andromon and his Lightning Blade Attack although its damage to each of your Digimon is minimal. Don't

overlook ChaosPiedmon's Trump Sword Attack which causes a fair amount of damage to even the healthiest Digimon. For victory, you receive 1,878 EXP and 5,520 BITS, plus the Chaos Piedmon Ring. Return to File City.

FILE CITY

JIJIMON'S HOUSE

Visit Jijimon and speak to Esteena. She can't remember anything, but she knows that she came there looking for something.

DIGI-BEETLE FACTORY

You can afford several upgrades and new Parts with the BITS you earned in Data Domain. Upgrade everything you can.

ITEM SHOP

Your Tool Box is probably close to empty after your encounters in Data Domain, so stock up. The remaining Domains aren't going to be any easier.

MASTER GATE

Return to Master Gate when you're ready to go to Patch Domain.

CHECKLIST

- ✓ Travel through Data Domain saving your Guard Tamer friends
- ✓ Defeat ChaosPiedmon and get the Chaos Ring
- ✓ Return to File City to restock your Items and upgrade your Digi-Beetle
- ✓ Travel to Patch Domain



MISSION 17

PATCH DOMAIN
NUMBER OF FLOORS: 15DEFEAT
CHAOSWARGREYMON

ENEMY DIGIMON ENCOUNTERED

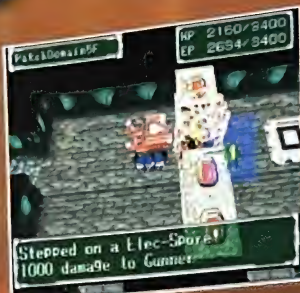
NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Bakemon	Virus	Champion	 Gigadramon	Virus	Ultimate
 Devimon	Virus	Champion	 DarkTyrannomon	Virus	Ultimate
 Ogremon	Virus	Champion	 Okuwamon	Virus	Ultimate
 Nanimon	Virus	Champion	 MasterTyrannomon	Virus	Ultimate
 IceDevimon	Virus	Champion	 Datamon	Virus	Ultimate
 Hyogamon	Virus	Champion	 Garbagemon	Virus	Ultimate
 Deltamon	Virus	Champion	 Etemon	Virus	Ultimate
 Cyclonemon	Virus	Champion	 MarineDevimon	Virus	Ultimate
 Soulmon	Virus	Champion	 Dragomon	Virus	Ultimate
 Vademon	Virus	Ultimate	 WaruSeadramon	Virus	Ultimate
 Octomon	Virus	Champion	 Triceramon	Data	Ultimate
 Gesomon	Virus	Champion	 ChaosWarGreymon	Vaccine	Mega
 SkullGreymon	Virus	Ultimate	 Scorpiomon	Data	Ultimate
 Megadramon	Virus	Ultimate			
 Tuskmon	Virus	Champion			
 Phantomon	Virus	Ultimate			
 WaruMonzaemon	Virus	Ultimate			
 ExTyrannomon	Virus	Ultimate			

CRITICAL ITEMS LIST

Anti-Mixup	MechFix-EX
Bug Zaps	MP Driver
Drill Missiles-4	Power Disk
EP Packs	Wave Missiles
HP Driver	
Magnetic Missiles-4	



Drill Missiles are a necessity in Patch Domain. You can't get through some areas unless you have them to blast through Big Rocks.



Electro-Spores can cause a fatal amount of damage to your Digi-Beetle. Use MechFix to regain lost HP.



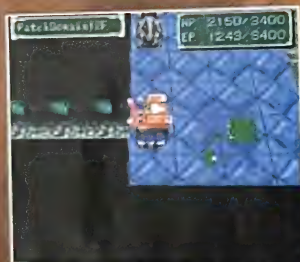
Electro-Spores and Big Rocks aren't the only surprises in Patch Domain. Bug Nests can spring up even if you have an upgraded BugSWEEP.



Patch Domain is full of dead and enemy Digimon at every



This is a good place to befriend an Ultimate Digimon. There are three groups each of SkullGreymon, Megadramon, and Tuskmon in this area, and there's plenty of space to lob Gifts at the farthest group.



The halls of the 12th Floor are crawling with groups of enemy Digimon led by Okuwamon. He is in Ultimate form and has powerful Attacks. Keep your distance if you don't have enough Items in your Tool Box to restore your stats.

NOTE

The Invincibility Attack is working if the screen reads "Attack Ineffective"; that means your end effect Attack will be ineffective, making this enemy an even larger threat than he might appear. The catch is that the effect only lasts until the end of that turn. Because Triceramon's turn is last, you never see the effect.

BOSS: CHAOSWARGREYMON

BOSS TEAM
Triceramon
ChaosWarGreymon
Scorpiomon



Scorpiomon's Tail Blade Counter Attack deals a severe blow to any one of your Digimon, so deal with Scorpiomon first. ChaosWarGreymon's Giga Blaster Attack also does a fair amount of damage. Attack him next.



Finally, battle Triceramon. His Assist provides Invincibility to one of his party members. Fortunately, his Assist is often ineffective, so it's best to eliminate the other Digimon first.

Defeating ChaosWarGreymon nets you 1,674 EXP and 3,960 BITS in addition to the ChaosGreymon Ring. Drive into the Exit Portal and return to File City.



FILE CITY
JIJIMON'S HOUSE
Go to Jijimon's House and see what he wants to know about a place.

DIGI-BEETLE FACTORY
Upgrade your Digi-Beetle.

ITEM SHOP
You use a lot of Items in Drivers, and Fix Up.

MASTER GATE
Return to Master Gate.

- CHECKLIST
- ✓ Defeat ChaosWarGreymon
 - ✓ Visit Jijimon's House
 - ✓ Upgrade your Digi-Beetle
 - ✓ Restock your Tool Box
 - ✓ Head out to File City

MISS

FILE CITY

JIJIMON'S HOUSE

Go to Jijimon's House and speak to Esteena. Although her memory is returning, she still has many questions. She wants to know about a place where a lot of data is stored and saved.

DIGI-BEETLE FACTORY

Upgrade your Digi-Beetle. If you can't afford to buy new Parts, convert your existing Parts to raise their effectiveness.

ITEM SHOP

You use a lot of Items in File City's Domains, so stock your Tool Box with strong Magnetic and Drill Missiles, Drivers, and Fix Up.

MASTER GATE

Return to Master Gate and head out for Mega Domain and the third Chaos Ring.

CHECKLIST

- ✓ Defeat ChaosWarGreymon and secure the Greymon Ring
- ✓ Visit Jijimon and Esteena in case she has remembered something new
- ✓ Upgrade your Digi-Beetle or purchase new Parts
- ✓ Restock your Items
- ✓ Head out for Mega Domain








MISSION 18

MEGA DOMAIN

NUMBER OF FLOORS: 15

DEFEAT
CHAOSSEADRAMON

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL
 Tyranomon	Data	Champion
 Coelamon	Data	Champion
 MudFrigimon	Data	Champion
 Monochromon	Data	Champion
 MoriShellmon	Data	Champion
 Tankmon	Data	Champion
 Meramon	Data	Champion

CRITICAL ITEMS LIST

Anti-Mixup
Bug Zaps
Drill Missiles
EP Packs
HP Driver
Magnetic Missiles
MechFix-EX
MP Driver
Power Disk
Wave Missiles

ENEMY DIGIMON ENCOUNTERED

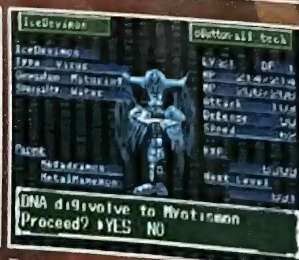
(CONTINUED)

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Clockmon	Data	Champion	 Digitamamon	Data	Ultimate
 Seadramon	Data	Champion	 Meteormon	Data	Ultimate
 Shellmon	Data	Champion	 Triceramon	Data	Ultimate
 Flarerizamon	Data	Champion	 BlueMeramon	Data	Ultimate
 Piximon	Data	Ultimate	 Lillymon	Data	Ultimate
 Togemon	Data	Champion	 Vermilimon	Data	Ultimate
 Icemon	Data	Champion	 Blossomon	Data	Ultimate
 Pumpkinmon	Data	Ultimate	 MegaSeadramon	Data	Ultimate
 Starmon	Data	Champion	 Tinmon	Data	Ultimate
 J-Mojyamon	Data	Champion	 Scorpiomon	Data	Ultimate
 Mamemon	Data	Ultimate	 ChaosSeadramon	Virus	Ultimate
 Deramon	Data	Ultimate	 Megadramon	Virus	Ultimate
			 Gigadramon	Virus	Ultimate

BOSS: CHASSE
BOSS TEAM
Megadramon
ChaosSeadramon
Gigadramon



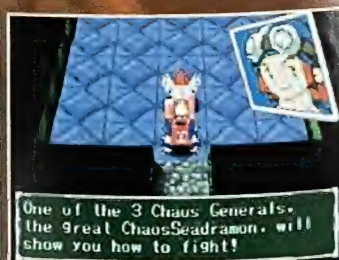
Compared to Patch Domain, the first few Floors of Mega Domain are a breeze. Some of the enemy Digimon try to avoid battle.



Return to File City if one of your Digimon is ready to digivolve. You don't want to miss out on any possible Attacks your Digimon could learn.



No matter which way you go when you reach the 15th Floor, you run into an enemy Digimon group led by Seadramon.



At least now you know why you were met by all Seadramon when you entered this Floor.

MISSION 18

BOSS: CHAOSSEADRAMON

BOSS TEAM

Megadramon
ChaosSeadramon
Gigadramon



You must eliminate ChaosSeadramon's Energy Blast Attack early. This Attack causes over 30 points of damage to the HP of your entire party.



Megadramon's Darkside Attack and Gigadramon's Giga Byte Wing Attack make up a lethal combination. The Darkside Attack prevents the recipient from recovering HP and the Giga Byte Wing Attack prevents the recipient from recovering stats. Have your Digimon Team eliminate them quickly.



Collect your 1,657 EXP and 4,800 BITS on your way to the Exit Portal, but don't forget the ChaosSeadramon Ring. Return to File City.

FILE CITY

JIJIMON'S HOUSE

Now that you have all three Chaos Rings, return to Jijimon's House. He tells you the coordinates to Soft Domain.

DIGI-BEETLE FACTORY

Upgrade your Digi-Beetle before leaving for Soft Domain.

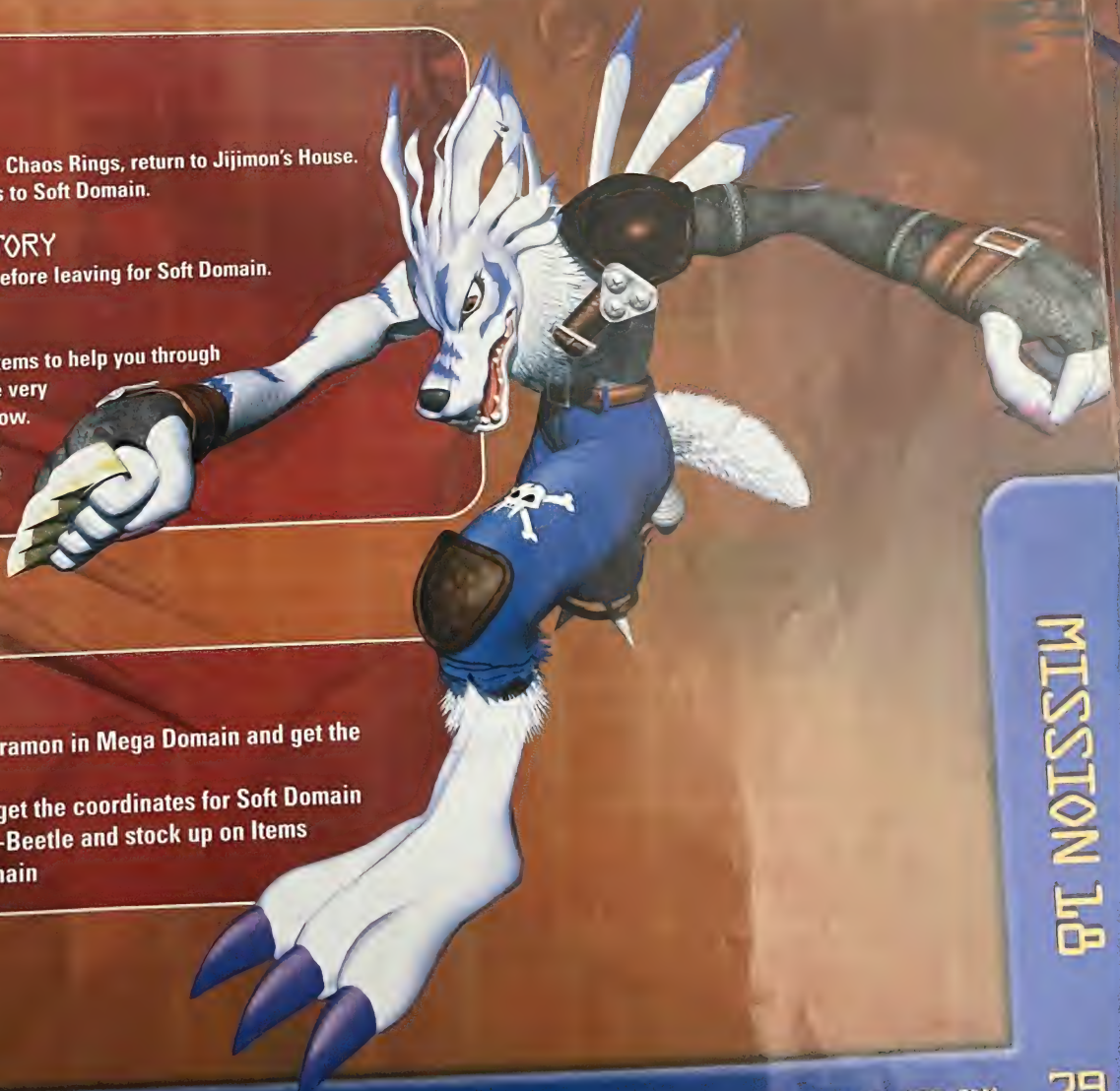
ITEM SHOP

Fill your Digi-Beetle with Items to help you through Soft Domain. You should be very familiar with this step by now.

Return to Master Gate when you're ready to leave for Soft Domain.

CHECKLIST

- ✓ Defeat ChaosSeadramon in Mega Domain and get the Chaos Ring
- ✓ Talk to Jijimon to get the coordinates for Soft Domain
- ✓ Upgrade your Digi-Beetle and stock up on Items
- ✓ Leave for Soft Domain



MISSION 18

MISSION 19

SOFT DOMAIN

NUMBER OF FLOORS: 16

DEFEAT CHAOSLOMON



ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
Seadramon	Data	Champion	Deltamon	Virus	Champion
Shellmon	Data	Champion	Cyclonemon	Virus	Champion
Flarerizamon	Data	Champion	Soulmon	Virus	Champion
Andromon	Vaccine	Ultimate	SkullGreymon	Virus	Ultimate
Garurumon	Vaccine	Champion	Megadramon	Virus	Ultimate
Piximon	Data	Ultimate	Tuskmon	Virus	Champion
Togemon	Data	Champion	Gigadramon	Virus	Ultimate
Icemon	Data	Champion	DarkTyranomon	Virus	Champion
Airdramon	Vaccine	Champion	Giromon	Vaccine	Ultimate
Dolphmon	Vaccine	Champion	WereGarurumon	Vaccine	Ultimate
Piddomon	Vaccine	Champion	Pumpkinmon	Data	Ultimate
			Starmon	Data	Champion
			J-Mojyamon	Data	Champion
			Deramon	Data	Ultimate
			Mamemon	Data	Ultimate
			Digitamamon	Data	Ultimate
			Meteoromon	Data	Ultimate

CRITICAL ITEMS LIST

Anti-Mixup
 Bug Zaps
 Drill Missiles
 EP Packs
 HP Driver
 Magnetic Missiles
 MechFix-EX
 MP Driver
 Power Disk
 Wave Missiles

ENEMY DIGIMON ENCOUNTERED
(CONTINUED)

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Phantomon	Virus	Ultimate	 Dragonmon	Virus	Ultimate
 WaruMonzaemon	Virus	Ultimate	 WaruSeadramon	Virus	Ultimate
 ExTyrannomon	Virus	Ultimate	 Octomon	Virus	Champion
 Monzaemon	Vaccine	Ultimate	 Vademon	Virus	Ultimate
 Garudamon	Vaccine	Ultimate	 Gesomon	Virus	Champion
 Triceramon	Data	Ultimate	 Mammothmon	Vaccine	Ultimate
 BlueMeramon	Data	Ultimate	 MagnaAngemon	Vaccine	Ultimate
 Lillymon	Data	Ultimate	 MetalMamemon	Data	Ultimate
 Okuwamon	Virus	Ultimate	 SkullMeramon	Data	Ultimate
 Garbagemon	Virus	Ultimate	 Cherrymon	Virus	Ultimate
 Etemon	Virus	Ultimate	 Tekkamon	Virus	Ultimate
 MegaKabuterimon	Vaccine	Ultimate	 ShogunGekomon	Virus	Ultimate
 MasterTyrannomon	Vaccine	Ultimate	 Pukumon	Virus	Mega
 AeroVeedramon	Vaccine	Ultimate	 Myotismon	Virus	Ultimate
 MegaSeadramon	Data	Mega	 VenomMyotismon	Virus	Mega
 Scorpiomon	Data	Ultimate			
 Tinmon	Data	Ultimate			
 Zugomon	Vaccine	Ultimate			
 Whamon	Vaccine	Ultimate			
 MarineDevimon	Virus	Ultimate			

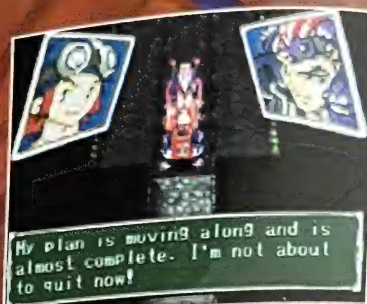




There are powerful enemies in Soft Domain, but you've battled them all before.



Some of the connecting rooms on the 5th Floor are very small. You probably won't be able to preview Digimon groups before battles ensue.



Finally, you've reached your nemesis, Crimson.

BOSS: CRIMSON

BOSS TEAM

Myotismon
VenomMyotismon
Pumpkinmon



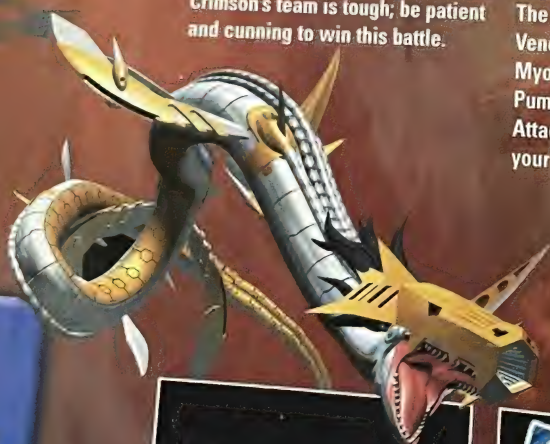
Crimson's team is tough; be patient and cunning to win this battle.



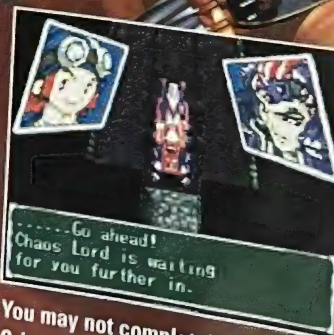
The Grisly Wing Attack of VenomMyotismon is paralleled by Myotismon's Grisly Wing and Pumpkinmon's Trick or Treat Attacks. All three Attacks affect your entire party.



Use any multiple-party Attacks you may have and pump HP and MP into your party.



If you have any Attacks that reduce your opponents' defense, use them now. Follow-up Attacks have a much greater impact on those with lowered defense.

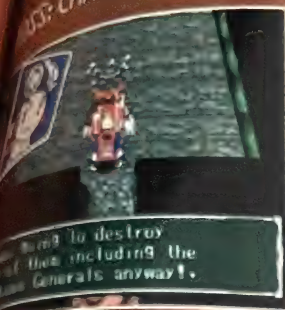


You may not completely defeat Crimson (you may have to battle his lieutenant instead), but at least you'll have 1,572 EXP and 4,680 BITS. Next, delve farther into Soft Domain.



If you haven't upgraded your TIRES, this path is virtually impossible for your Digi-Beetle. Pump up your Digi-Beetle's HP after leaving the Acid Floors.

CHAOSLORD



them to destroy them including the Chaos Generals anyway!

ChaosLord is even more evil than you could have imagined.



Don't hold anything back against this pinnacle of evil.



ChaosLord's Chaos Cannon is powerful, but your Digimon can handle it.



ChaosLord performs Attack after Attack. Maintain your Digimon's HP and MP.



You've defeated ChaosLord, but Crimson still escapes you. You receive 1,179 EXP and 2,340 BITS. Return to File City.

CHECKLIST

- ✓ Defeat ChaosLord
- ✓ Talk to Jijimon
- ✓ Purchase any Gifts, Items, or Parts you need
- ✓ Return to Directory Continent
- ✓ Talk to the Team Leader in Digital City
- ✓ Receive your next mission from the Team Leader—find and defeat the Blood Knights
- ✓ Head out for Bug and RAM Domains

FILE CITY

JIJIMON'S HOUSE

Jijimon tells you how happy he is that you defeated ChaosLord. The Blood Island Knights have left File Island with Birdramon, and they probably went back to Directory Continent. Esteena left to look for something called a Backup. Return to Directory Continent.

ITEM SHOP

Purchase any high-level Gifts you may want before heading back to Directory Continent. Toy Planes aren't for sale in Digital City.

MASTER GATE

Return to Archive Port and transport to Directory Continent.

DIGITAL CITY

TEAM LEADER

Back at Team Headquarters, talk to the Team Leader. Your Team Leader has reports of other Blood Knights showing up when Crimson returned. There are two Domains where the Blood Knights might be hiding. Your next mission is to go to Bug Domain and RAM Domain to search for the Blood Knights.

DIGIMON CENTER

If you haven't traded Angewomon for Magnadramon yet, the Digimon Center still wants one.

MAIN GATE

Buy anything you need from the Item and Parts Vendors, then head out to Bug and RAM Domains.



MISSION 20

BUG DOMAIN
NUMBER OF FLOORS: 17

DEFEAT THE BLACK KNIGHTS

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 MetalGreymon	Vaccine	Ultimate	 MagnaAngemon	Vaccine	Ultimate
 Kabuterimon	Vaccine	Champion	 Tekkamon	Virus	Ultimate
 Apemon	Vaccine	Champion	 Cherrymon	Virus	Ultimate
 Giromon	Vaccine	Ultimate	 ShogunGekomon	Virus	Ultimate
 WereGarurumon	Vaccine	Ultimate	 Hyogamon	Virus	Champion
 MegaKabuterimon	Vaccine	Ultimate	 Icemon	Data	Champion
 MasterTyrannomon	Vaccine	Ultimate	 Birdramon	Vaccine	Champion
 AeroVeedramon	Vaccine	Ultimate	 BlueMeramon	Data	Ultimate
 Garudamon	Vaccine	Ultimate	 Togemon	Data	Champion
 Monzaemon	Vaccine	Ultimate	 Woodmon	Virus	Champion
 Zudomon	Vaccine	Ultimate	 Garbagemon	Virus	Ultimate
 Whamon	Vaccine	Ultimate	 GranKuwagamon	Virus	Mega
 Panjyamon	Vaccine	Ultimate	 ExTyrannomon	Virus	Ultimate
 Angewomon	Vaccine	Ultimate			
 SkullMeramon	Data	Ultimate			
 Mammothmon	Vaccine	Ultimate			
 SkullMammothmon	Vaccine	Mega			

CRITICAL ITEMS LIST

Anti-Mixup
Bug Zaps
Drill Missiles
EP Packs
HP Driver
Magnetic Missiles
MechFix-EX
MP Driver
Power Disk
Wave Missiles

BOSS: BLOOD KNIGHT
Boss Team
Hyogamon
Zudomon
Icemon

MISSION 20

BOSS: BLOOD KNIGHTS COMMANDER

BOSS TEAM
Hyogamon
Zudomon
Icemon



As early as the 7th Floor, you battle your first Blood Knights Commander. Hyogamon's Icicle Shot hits only one Digimon, but Zudomon's Vulcan's Hammer affects all party members. Focus on one of these Digimon first.



This group is easy to defeat. For your victory you earn 1,326 EXP and 2,880 BITS.



Several MetalGreymon groups are the first enemy Digimon you encounter in Bug Domain.



Have your ARMs and BugSWEEPS upgraded to handle rooms like this one. Don't be surprised by Land Mines.



If you purchase new TIRES at Device Dome, Red Acid like this won't injure your Digi-Beetle.



The close confines of the rooms on the 11th Floor make conflicts like this one hard to avoid.

BOSS: BLOOD KNIGHTS COMMANDER

BOSS TEAM
SkullMeramon
Birdramon
BlueMeramon



A Blood Knight on the 11th Floor doesn't have anything more to say than the previous one did.

Birdramon's Meteor Wing Attack is slightly weaker than those of his teammates, so deal with him last.



All three of this Blood Knight's Digimon do similar amounts of damage to your Digimon. BlueMeramon uses a Metal Fireball Attack, and SkullMeramon uses Fireball.



You receive 1,422 EXP and 3,900 BITS for defeating this Blood Knights Commander.



It's impossible to avoid a battle when there's no space to squeeze around an enemy Digimon.



If your MinesWEEP hasn't been upgraded in a while, you don't stand a chance of getting through rooms like this.

MISSION 20

PRIMAGAMES.COM

85

BOSS: BLOOD KNIGHTS COMMANDER

BOSS TEAM
Togemon
MegaKabuterimon
Woodmon



Another Blood Knights Commander loyal to Crimson challenges you on the 15th Floor.



Neutralize Togemon's Needle Spray Counter Attack first, then defeat MegaKabuterimon. His Horn Blaster Attack lowers Tech Power.



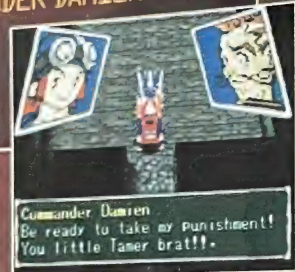
Shut down Woodmon's Twig Tap Attack; it sucks HP from your Digimon party.



You earn 1,572 EXP and 3,510 for winning this battle.

BOSS: COMMANDER DAMIEN

BOSS TEAM
Garbagemon
GranKuwagamon
ExTyrannomon



It's been a while since you've fought the great Commander Damien.



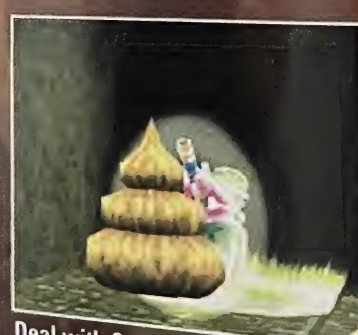
Commander Damien's party is much stronger than it was before.



GranKuwagamon's X-Scissor is one of the most damaging Attacks of Commander Damien's party. Eliminate GranKuwagamon.



Remove ExTyrannomon after you've defeated GranKuwagamon. His Pretty Attack lowers the motivation of your Digimon, making it impossible for you to perform your best Attacks.



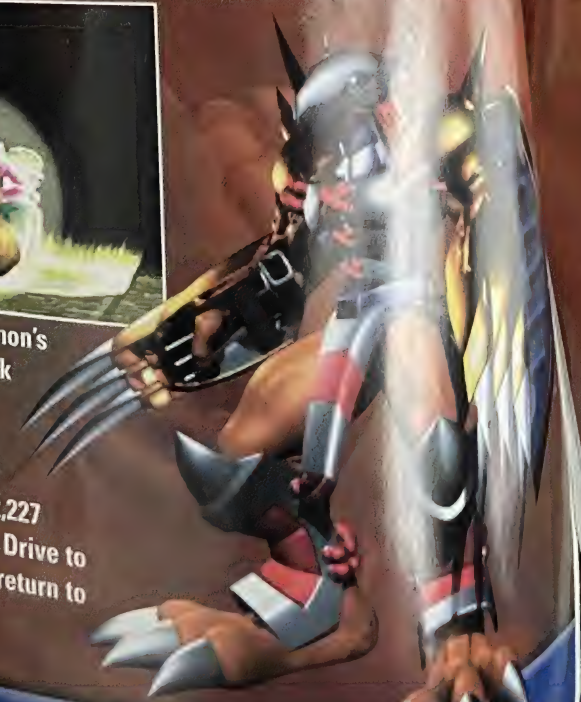
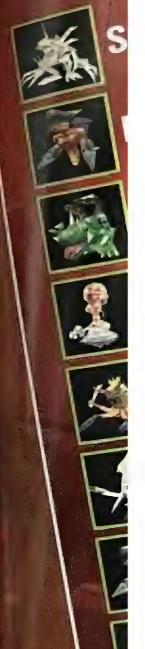
Deal with Garbagemon's Junk Chunker Attack last—it's no real threat. Your victory over Commander Damien earns you 2,227 EXP and 4,290 BITS. Drive to the Exit Portal and return to Digital City.



MISSION 20

DIGITAL
MAIN GATE
Trade Digimon at the
restock your Items

MISS
RAM DO
NUMBER



CITY

IN GATE
at the Digimon Center. Upgrade or buy new Parts and
your Items before leaving for RAM Domain.

CHECKLIST






















- ✓ Defeat the three Blood Knight Commanders in Bug Domain
- ✓ Defeat Commander Damien
- ✓ Trade Digimon at the Digimon Center
- ✓ Upgrade your Digi-Beetle and buy new Parts
- ✓ Restock Items
- ✓ Depart for RAM Domain

MISSION 21

RAM DOMAIN
NUMBER OF FLOORS: 17

CAPTURE COMMANDER DAMIEN

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 SkullGreymon	Virus	Ultimate	 Garbagemon	Virus	Ultimate
 Megadramon	Virus	Ultimate	 Etemon	Virus	Ultimate
 Tuskmon	Virus	Champion	 Machinedramon	Virus	Champion
 Vademon	Virus	Ultimate	 Piedmon	Virus	Ultimate
 Octomon	Virus	Champion	 Digitamamon	Data	Ultimate
 Gesomon	Virus	Champion	 MarineDevimon	Virus	Ultimate
 Gigadramon	Virus	Ultimate	 Dragonmon	Virus	Ultimate
 DarkTyranomon	Virus	Champion			
 Phantomon	Virus	Ultimate			
 WaruMonzaemon	Virus	Ultimate			
 ExTyranomon	Virus	Ultimate			
 Okuwamon	Virus	Ultimate			
 MasterTyranomon	Virus	Ultimate			
 Datamon	Virus	Ultimate			

CRITICAL ITEMS LIST

Anti-Mixup
Bug Zaps
Drill Missiles
EP Packs
HP Driver
Magnetic Missiles
MechFix-EX
MP Driver
Power Disk
Wave Missiles

DIGIMON

DIGIMON WORLD 2



There are powerful enemies on every Floor of RAM Domain.



Without upgraded TIRES on your Digi-Beetle, rooms like this are very dangerous.

ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

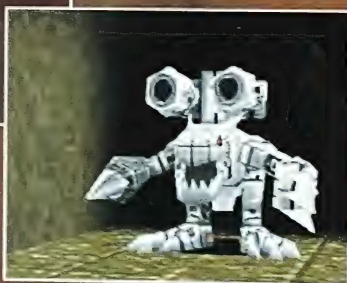
NAME	TYPE	LEVEL
 WaruSeadramon	Virus	Ultimate
 MetalMamemon	Data	Ultimate
 SkullMeramon	Data	Ultimate
 Boltmon	Data	Mega
 Guardromon	Virus	Champion
 Cherrymon	Virus	Ultimate
 Tekkamon	Virus	Ultimate
 ShogunGekomon	Virus	Ultimate
 Pukumon	Virus	Mega
 GranKuwagamon	Virus	Mega

BOSS: BLOOD KNIGHTS COMMANDER

BOSS TEAM
Machinedramon
Piedmon
Digitamamon



Another Blood Knights Commander loyal to Crimson waits for you on the 7th Floor.



If your Digimon haven't digivolved to a high level, they may not be able to stand the constant pounding of Machinedramon's GigaCannon Attack.



Piedmon's Trick or Treat Attack affects your entire Digimon party. Digitamamon's Waking Dream isn't a serious Attack, but his Hyper Flashing Assist lowers the defense of your Digimon lineup.

Lower your opponents' defenses to make your Attacks more devastating. When your Digimon defeat this Blood Knight you earn 601 EXP and 2,641 BITS.

MISSION 21

BOSS: BLOOD KNIGHTS COMMANDER

BOSS TEAM

MetalTyrannomon
Boltmon
Guardromon



The Blood Knight Commander on the 12th Floor has the most powerful Digimon lineup yet.



Boltmon's Tomahawk Crunch takes a fair amount of HP from each of your Digimon, and Guardromon's Protect Grenade packs a powerful punch against one Digimon.



MetalTyrannomon's Fire Blast II only affects one of your Digimon at a time, so attack MetalTyrannomon after you defeat Boltmon.



For defeating another Blood Knight, you receive 1,572 EXP and 5,460 BITS.



There are several bombs in Treasure Boxes on the 16th Floor. If you have upgraded the ARM or HAND on your Digi-Beetle, you should be able to open them safely.

BOSS: COMMANDER DAMIEN

BOSS TEAM

WaruMonzaemon
Etemon
Garbagemon



Once again, Commander Damien believes he's going to squash you, you'll have to show him who's going to be squashed.

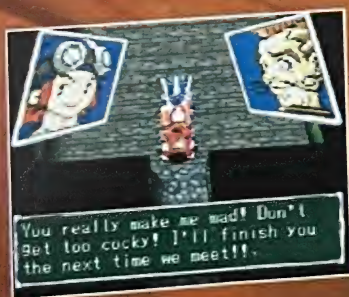


The Concert Crush Attack of WaruMonzaemon and Etemon can be disastrous to your Digimon's Attacks. Use bombs to quickly stop this pair.



Garbagemon's Junk Chunker Attack shouldn't affect your Digimon much at this stage. However, if Garbagemon uses Concert Crush and your

motivation is compromised, you'll have to Guard or use your available Attacks until you can resume your strong assaults. You can wail on WaruMonzaemon and Etemon without worrying about Garbagemon.



For defeating Commander Damien once again, you earn you 2,456 EXP and 5,460 BITS. He promises you'll meet again. Drive into the Exit Portal and return to Digital City.



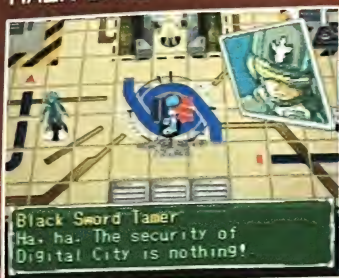
MISSION 21

DIGITAL CITY

TEAM LEADER

Crimson was not hiding in either Bug or RAM Domain. Your mission is to locate him.

MAIN GATE



When you arrive at Main Gate, you overhear a Black Sword Tamer talking about placing bombs. It sounds like Commander Damien! As you're leaving Main Gate to follow him, Esteena shows up. She's in a hurry to follow the Black Sword Tamer as well.

COLISEUM

In the Coliseum you hear the Black Sword Tamer angrily saying that he cannot enter the Tournaments. You know that voice, and now you're sure it's Commander Damien!

TAMER'S CLUB

When you confront Commander Damien in the Tamer's Club, Esteena shows up and reveals that she has found all of the bombs that Commander Damien hid. Digital City Security arrests Commander Damien. Esteena asks if you know anything about GAIA. She wants to go to Device Dome.

CHECKLIST

- ✓ Defeat the Blood Knights of ROM Domain
- ✓ Defeat Commander Damien
- ✓ Return to Digital City and capture Commander Damien
- ✓ Take Esteena to Device Dome
- ✓ Return to Digital City and learn the location of Crimson
- ✓ Leave Digital City and go to ROM Domain

DEVICE DOME

When Esteena meets Kim's robot GAIA, you learn that she is First Class Engineer Esteena Violet. Esteena tells you that Digital City was created inside a huge computer called GAIA. Suddenly Esteena and GAIA are transported somewhere. Return to Digital City.

DIGITAL CITY

TEAM LEADER

Commander Damien has agreed to reveal the location of Crimson, but only to you. Crimson is hiding in ROM Domain. He also tells you that an unknown force is controlling Crimson. Your next mission is to find Crimson.

MAIN GATE

Pick up your Digi-Beetle at Main Gate and head for ROM Domain.

FILE CITY

Travel to File City to purchase high-level Gifts if you want to befriend new Digimon.

DEVICE DOME

Stop by Device Dome and restock your Items before you venture into ROM Domain. Max out your Digi-Beetle if you haven't by now.
























MISSION 22

FROM DOMAIN
NUMBER OF FLOORS: 17

DEFEAT CRIMSON

ENEMY DIGIMON ENCOUNTERED

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
 Pumpkinmon	Data	Ultimate	 Scorpiomon	Data	Ultimate
 Starmon	Data	Ultimate	 Tinmon	Data	Ultimate
 J-Moyjamon	Data	Ultimate	 Vermilimon	Data	Ultimate
 Piximon	Data	Ultimate	 Blossomon	Data	Ultimate
 Togemon	Data	Ultimate	 MetalSeadramon	Data	Mega
 Icemon	Data	Champion	 Boltmon	Data	Mega
 Mamemon	Data	Ultimate	 ??? NeoCrimson	???	???
 Deramon	Data	Ultimate			
 Digitamamon	Data	Ultimate			
 Meteormon	Data	Ultimate			
 Triceramon	Data	Ultimate			
 BlueMeramon	Data	Ultimate			
 Lillymon	Data	Ultimate			
 MegaSeadramon	Data	Ultimate			

CRITICAL ITEMS LIST

Anti-Mixup
 Bug Zaps
 Drill Missiles
 EP Packs
 HP Driver
 Magnetic Missiles
 MechFix-EX
 MP Driver
 Power Disk
 Wave Missiles

DIGIMON

DIGIMON WORLD 2



Drill Missiles are a necessity in ROM Domain.



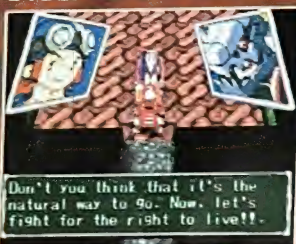
There's triple trouble in some rooms.



There have been very few confrontations on the last few Floors, and the path to the boss on the 17th Floor is also eerily quiet.



BOSS: NEOCRIMSON



Crimson sounds like he's been affected by something.



NeoCrimson's Giga Scissor Claw inflicts a fair amount of damage to any one of your Digimon. NeoCrimson also uses Interrupt Attacks.



NeoCrimson's Fungus Cruncher Assist adds Poison to his Attacks.



NeoCrimson surprises you with the devastating Random Attack—Blind Attack. It greatly reduces the HP of the targeted Digimon. Don't let your Digimon's HP get too low in case NeoCrimson decides to execute this Attack.



As tough as NeoCrimson may be, your Digimon should prevail with the help of Drivers to boost your HP and MP. When your party defeats NeoCrimson, you earn 1,440 EXP and 2,520 BITS. Return to Digital City.

CHECKLIST

- ✓ Defeat NeoCrimson in ROM Domain
- ✓ Accept the new challenge from the Team Leaders
- ✓ Talk to everyone again at Digital City
- ✓ Leave Digital City and go to the Shuttle to leave for Kernel Zone

DIGITAL CITY

TEAM LEADER

When you return to your Team Leader's room, all three Team Leaders are there. They tell you how to get to Kernel Zone. Go to the Shuttle Port and take the Shuttle to Kernel Zone.

NOTE

If you haven't been participating in the battles at the Coliseum, you must now do so. Your Team Leader will not give you your next mission until you've achieved the rank of Chief Tamer.

TAMER'S CLUB

The other Tamers feel the war isn't over yet.

DIGIMON CENTER

The Digimon Center Attendant has a new Digimon for trade. Check it out before you leave.

MAIN GATE

Make sure you talk to everyone at Digital City. Retrieve your Digi-Beetle and head for the Shuttle.

MISSION 23

MISSION 23

NUMBER OF FLOORS: 24

FIND THE GUARDIAN

IF YOU WANDER EVERY CORNER ON EVERY FLOOR OF CORE TOWER, YOU'LL SEE EVERY TYPE OF DIGIMON YOU'VE ENCOUNTERED. IF YOU WANT TO DIGIVOLVE A DIGIMON YOU DIDN'T BEFRIEND BEFORE, YOU CAN FIND IT AGAIN IN CORE TOWER.



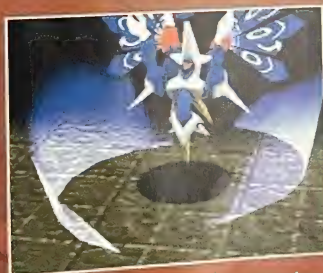
The landscape of Core Tower is different than anything you've seen before.



By the time you reach the 22nd Floor, you'll be seeing nothing but Mega-level Digimon.

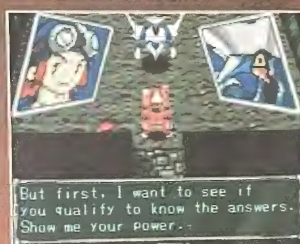


At this stage in the game, your Digimon party is at the Mega level, so you are able to stand your ground against the Guardian.



The Guardian has strong offensive and defensive Attacks. If your Digimon party has a well-balanced set of Attacks, you can withstand anything the Guardian throws at you.

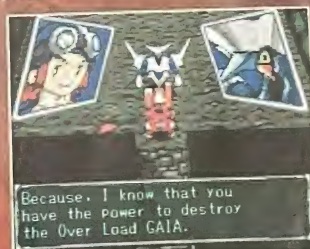
BOSS: GUARDIAN



The Guardian wants to see if you are strong enough to sustain battle against him before you can progress.



The Guardian your character battles is determined by which Guard Team you joined at the beginning of the game. If you joined the Gold Hawks, you'll battle the Gold Hawk Guardian; if you joined the Black Swords, you'll battle the Black Sword Guardian; if you joined the Blue Falcons, you'll battle the Blue Falcon Guardian.



When you defeat the Guardian, you earn 1,795 EXP and 2,250 BITS. After the battle, the Guardian asks you to perform one more mission—destroy GAIA in the Chaos Tower. Drive into the Exit Portal and return to Digital City.

DIGITAL CITY

Trading Digimon at the Digimon Center is all you need to do this trip. All Items and Parts you want are at Device Dome.

DEVICE DOME

Every high-end Item and Part is available at Device Dome. By now your Digi-Beetle has to have every improvement and Part available. Stock up on Missiles, Bombs, and Disks. If you want to alter your Digimon lineup, do it now. There are plenty of Digimon to befriend or to digivolve in Directory Continent, File Island, and Core Tower. Refer to the bestiary section to see all of the types of Digimon. When you have everything you need and are happy with your Digimon, go back to the Shuttle and travel to Chaos Tower.

CRITICAL ITEMS LIST

Anti-Mixup	Magnetic Missiles
Bug Zaps	MechFix-EX
Drill Missiles	MP Driver
EP Packs	Power Disk
HP Driver	Wave Missiles

CHECKLIST

- ✓ Defeat the Guardian
- ✓ Prepare for battle against GAIA
- ✓ Trade Digimon at the Digimon Center
- ✓ Purchase Parts and Items at Device Dome

MISSION 23



MISSION 24 DEFEAT GAIA

THE KERNEL ZONE/CHAOS TOWER
NUMBER OF FLOORS: 20

ENEMY DIGIMON ENCOUNTERED














NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
Giromon	Vaccine	Ultimate	DarkTyrannomon	Virus	Champion
WereGarurumon	Vaccine	Ultimate	Megadramon	Virus	Ultimate
Garudamon	Vaccine	Ultimate	Tuskmon	Virus	Champion
Monzaemon	Vaccine	Ultimate	Mamemon	Data	Ultimate
MetalGreymon	Vaccine	Ultimate	Deramon	Data	Ultimate
Kabuterimon	Vaccine	Champion	Digitamamon	Data	Ultimate
Apemon	Vaccine	Champion	MegaSeadramon	Data	Ultimate
SkullGreymon	Virus	Ultimate	Tinmon	Data	Ultimate
Gigadramon	Virus	Ultimate	Starmon	Data	Champion
			J-Mojyamon	Data	Champion
			Meteoromon	Data	Ultimate
			Phantomon	Virus	Ultimate
			WaruMonzaemon	Virus	Ultimate
			ExTyrannomon	Virus	Ultimate
			Mammothmon	Vaccine	Ultimate
			MagnaAngemon	Vaccine	Ultimate

CRITICAL ITEMS LIST

Anti-Mixup
Bug Zaps
Drill Missiles
EP Packs
HP Driver
Magnetic Missiles
MechFix-EX
MP Driver
Power Disk
Wave Missiles

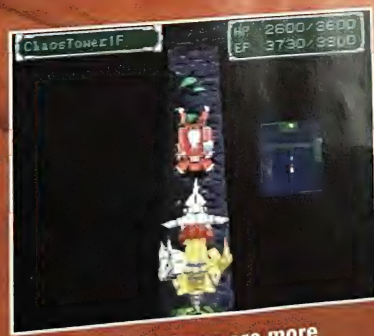
ENEMY DIGIMON ENCOUNTERED

(CONTINUED)

NAME	TYPE	LEVEL	NAME	TYPE	LEVEL
SkullMeramon	Data	Ultimate	 MetalSeadramon	Data	Mega
MegaKabuterimon	Vaccine	Ultimate	 WarGreymon	Vaccine	Mega
Panjiyamon	Vaccine	Ultimate	 SkullMammothmon	Vaccine	Mega
Angewomon	Vaccine	Ultimate	 HerculesKabuterimon	Vaccine	Mega
MetalEtemon	Virus	Mega	 GranKuwagamon	Virus	Mega
MarineDevimon	Virus	Ultimate	 Preciomon	Data	Mega
Dragonmon	Virus	Ultimate	 Boltmon	Data	Mega
WaruSeadramon	Virus	Ultimate	 MetalMamemon	Data	Mega
MasterTyrannomon	Virus	Ultimate	 Puppetmon	Virus	Mega
Okuwamon	Virus	Ultimate	 Machinedramon	Virus	Mega
Datamon	Virus	Ultimate	 Phoenixmon	Vaccine	Mega
Myotismon	Virus	Ultimate	 Magnadramon	Vaccine	Mega
Pukumon	Virus	Mega	 GAIA	???	???
Scorpiomon	Data	Ultimate			



Everything in Kernel Zone looks odd.



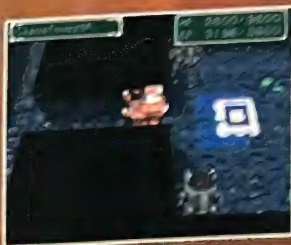
The enemy Digimon are more powerful in Chaos Tower.

NOTE

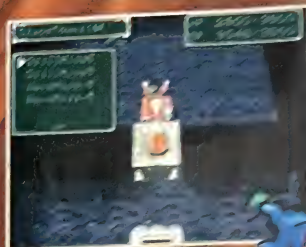
Search suspicious spots for Electro-Spores. They're often hiding in intersections, but if you uncover them before stepping on them, you won't sustain serious damage.



With enemy encounters as powerful as this pair of Digimon, you may have to return to Device Dome to restock on Disks.



Just making it to the Floor Portal can be hazardous to your Digimon's health.



Without Drill Missiles, you may not be able to reach certain areas.

BOSS: GAIA



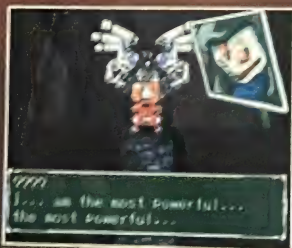
GAIA's Attacks are as fierce as you'd expect them to be. His Fantasmic Bomb and Fantasmic Ray Attacks damage all of your party members.



GAIA has a powerful Counter Attack called GAIA Gear, but it only injures one of your party members.



Another of GAIA's devastating Attacks is the Titan Laser. It too injures all party members.



Pound on GAIA with everything you've got, and keep an eye on your HP and MP. Refill as often as necessary. Use Attacks that lower GAIA's Attack Power and boost your defense. If all of your Digimon are Mega-level, it won't

take long to defeat GAIA. Just when you think you've got GAIA on the ropes, the unexpected happens: GAIA's back, but this time his Attack is three-fold. His massive arms are powerful weapons unto themselves. Now instead of having one enemy to focus on, you have three!



GAIA's Hands have an Assist called Reduction Ray. It reduces the Power of targeted Digimon.



Immediately focus on the Right Hand and don't stop until you've destroyed it. Then eliminate the Left Hand, saving the body for last. Strong single-target Attacks work well. Pump HP and MP into your Digimon party, and you should be able to defeat GAIA.

Congratulations! You've defeated GAIA and restored peace to

Directory Continent. But wait, there's still more. After the credits roll, you can continue your adventure. There's much more to see and do, and a world of Digimon to explore.

TERA DOMAIN

Tera Domain is the plum of the game you're just not going to be able to resist. After talking to everyone in Digital City, receiving congratulations all around, leave Digital City to see Tera Domain just to the northeast.

There are over 100 Floors to Tera Domain, but there is no boss to battle at the end. Tera Domain is an excellent place to train and befriend wild Digimon. There are even some Digimon that you've not been able to befriend in the wild. The Digimon of Tera Domain are the highest level of Digimon in *Digimon World 2*. These Digimon are Mega-strong, so your team needs to be at its best to challenge them and convince them to join your party. Tera Domain is also a great place to gain EXP for your Digimon. If you have a low-level Digimon you want to bring up in the ranks quickly, put him or her with two other super-strong Digimon and let him or her gain a lot of EXP early on.

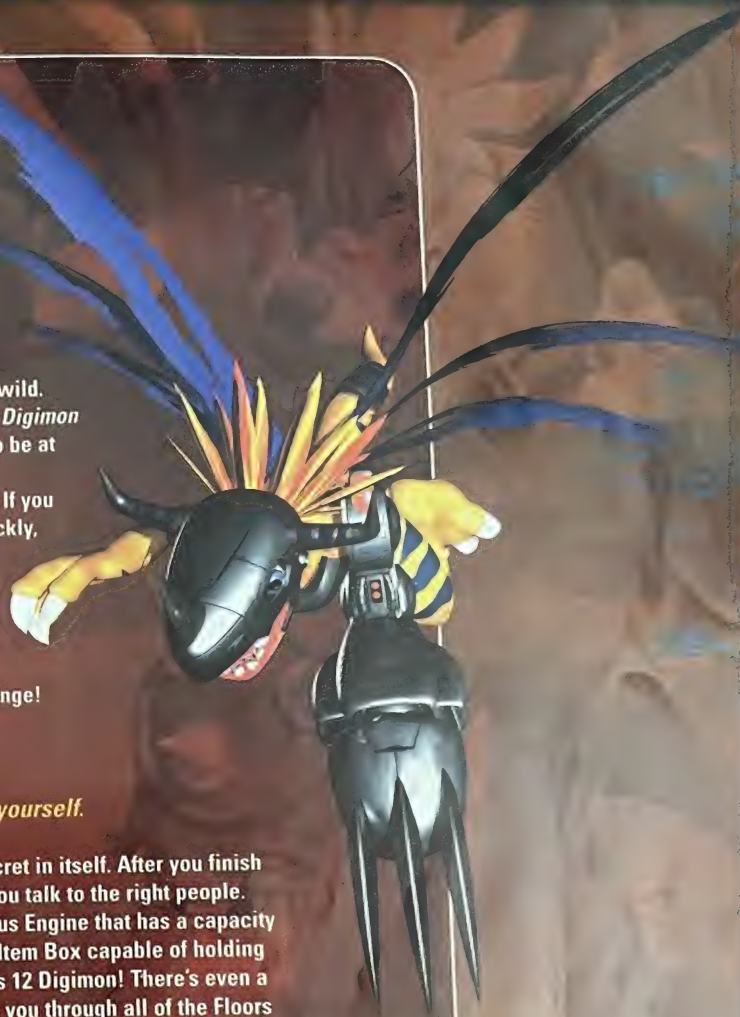
Making it to the bottom Floor of Tera Domain may seem impossible. Each Floor is crawling with super-strong Digimon, and there are many traps and obstacles to contend with. Just keeping enough Magnetic Missiles in your Tool Box is a challenge!

SPOILER

Stop reading now if you want to discover this secret for yourself.

The secret to reaching the bottom Floor of Tera Domain is a secret in itself. After you finish the game, you can access secret Parts for your Digi-Beetle if you talk to the right people. Talk to Techna-Donna in Device Dome. She gives you a Maximus Engine that has a capacity of 9,999 HP. Talk to Angemon in Meditation Dome to get a new Item Box capable of holding 48 Items! Chief Engineer Maestro has upgraded RAM that holds 12 Digimon! There's even a WhaleBAT that has 9,999 EP! That should be enough EP to take you through all of the Floors of Tera Domain. The WhaleBAT is given by Esteena Violet at Jijimon's House in File City.

These people don't just hand over the magnificent Parts the first time you show up at their doors. You must talk to them several times before they reward you with these primo Parts. Don't give up! The Parts are worth the patience. Besides, you'll never be able to conquer Tera Domain without them!



TOURNAMENTS

IN DIGIMON WORLD 2, YOU RAISE YOUR TAMER RANK BY BATTLING OPPONENTS IN THE DIGITAL CITY COLISEUM. YOU BATTLE THREE OPPONENTS PER TOURNAMENT. WHILE IN THE TOURNAMENT, YOU ARE NOT ALLOWED TO GIVE ITEMS TO YOUR DIGIMON TO RESTORE HP OR MP. YOU ALSO MAY NOT CHANGE YOUR DIGI-LINE AFTER THE TOURNAMENT HAS BEGUN.

EACH TOURNAMENT IS MORE DIFFICULT AND COSTS MORE THAN THE LAST. IF YOU WIN, YOU RECEIVE A NEW RANK AND A PRIZE. IF YOU LOSE THE TOURNAMENT, YOUR RANK DOES NOT CHANGE, AND YOUR GAME CONTINUES.

YOUR PARTICIPATION IN THE TOURNAMENTS IS VOLUNTARY, BUT AT CRITICAL POINTS OF THE GAME, YOU MUST INCREASE YOUR RANK TO RECEIVE YOUR NEW MISSION. IF YOU ARE STUCK WITH NO IDEA WHERE TO GO NEXT, PARTICIPATE IN AND WIN A TOURNAMENT.

THERE ARE NINE TOURNAMENTS IN THE COLISEUM. YOU CANNOT ENTER A TOURNAMENT UNTIL YOU HAVE AN ENTRY PASS, WHICH YOU RECEIVE WHEN YOUR TEAM LEADER FEELS YOU HAVE EARNED IT. ONLY ONE TOURNAMENT IS AVAILABLE AT A TIME. YOU CANNOT SKIP RANKS.

TOURNAMENT 1

After you have an Entry Pass, you can enter the first Tournament in the Coliseum.

Fee: 500 BITS

Winning Rank: Rank 2 Amateur Tamer

Prize: HP Driver-2

Opponents: Bertran, Joy Joy, Esmeralda

BERTRAN



Enemy Digimon

ToyAgumon

Patamon

Gizamon

Attack(s)

Toy Flame

Boom Bubble

Spiral Saw

Bertran's Digimon's Attacks aren't very threatening at all. Each inflicts less than 10 HP of damage. Your Digimon's standard Attacks should be enough to eliminate these early contenders.

JOY JOY



Enemy Digimon

Crabmon

Tapirmon

Kunemon

Attack(s)

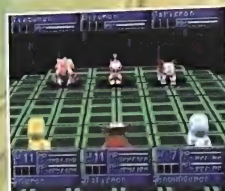
Scissor Magic

Waking Dream

Electro Thread

Eliminate Crabmon first. His Scissor Magic Attack inflicts the most damage. Fight Kunemon next, then attack Tapirmon.

ESMERALDA



Enemy Digimon

Tentomon

Biyomon

Tapirmon

Attack(s)

Super Shocker

Spiral Twister

Waking Dream

All of Esmeralda's Digimon inflict about the same amount of damage. Take them out in whatever order you choose.

TOURNAMENT 2

Fee: 1,000 BITS

Winning Rank: Rank 3 Rookie Tamer

Prize: Toy Boat

Opponents: Doug Duem, Sheena, Bertran

DOUG DUEM



Enemy Digimon

Elecmon

Gotsumon

Floramon

Attack(s)

S-Thunder Smack

Rock Fist

Rain of Pollen

Elecmon's S-Thunder Smack wields the biggest blow, so eliminate him first.

Split your next Attacks between Gotsumon and Floramon. They inflict about the same amount of damage.

HEENA



Enemy Digimon
Otamamon
DemiDevimon
Gizamon

Let DemiDevimon out of the line. He powers the MP of the target enemy, shutting down his E-S.

BERTRAN



Be prepared for Raremon's Buffalo Breath. Take him out first. He causes a decent amount of damage. Finish off with Gizamon.

TOURNAMENT 3

Fee: 1,500 BITS

Winning Rank: Rank 4 Veteran Tamer

Prize: DNA-Up Chip

Opponents: Esmeralda, Doug Duem, Bertran

ESMERALDA



Begin your Attacks with Piddomon.

With Piddomon's Wing Attack hit

Allow your weakest Digimon

to finish off Un

while your lea

guard to regai

MP. You can't

MP Drivers d

so you must

MP whenever

SHEENA



Enemy Digimon
Otamamon
DemiDevimon
Gazimon

Attack(s)
Stun Bubble
Demi Dart
E-Stun Blast

Get DemiDevimon out of the lineup first. His Demi Dart Attack lowers the MP of the targeted Digimon. Make Gazimon your next target, shutting down his E-Stun Blast. Finish off with Otamamon.

BERTRAN



Enemy Digimon
Raremon
Gabumon
Penguinmon

Attack(s)
Buffalo Breath
Blue Blaster
Super Slap

Be prepared for Raremon's Confusion-causing Counter Attack, Buffalo Breath. Take him out quickly. Penguinmon's Super Slap causes a decent amount of damage, so turn your attention to him next. Finish off with Gabumon and his Blue Blaster Attack.

TOURNAMENT 3

Fee: 1,500 BITS

Winning Rank: Rank 4 Normal Tamer

Prize: DNA-Up Chip

Opponents: Esmeralda, Mark Shultz, Joy Joy

ESMERALDA



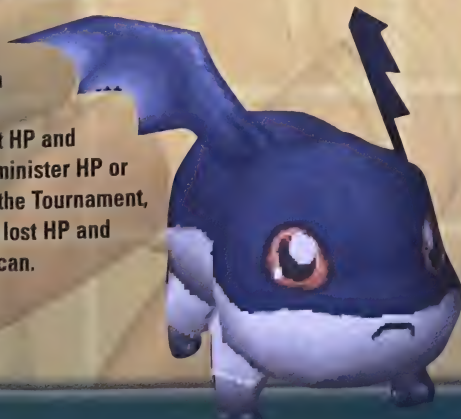
Enemy Digimon
Piddomon

Unimon
Birdramon

Attack(s)
Assist (Mega Heal),
Fist of Fate
Air Attack
Meteor Wing

Begin your Attack against Piddomon. He can Heal himself 150 HP. With Piddomon out of the way, focus on Birdramon. The Meteor Wing Attack hits the entire party.

Allow your weakest Digimon to finish off Unimon while your leaders guard to regain lost HP and MP. You cannot administer HP or MP Drivers during the Tournament, so you must regain lost HP and MP whenever you can.



MARK SHULTZ



Enemy Digimon
Saberdramon

Gururumon
ShimaUnimon

Attack(s)
Meteor Stream
Counter Attack
Blaze Blast
Boom Bubble

Begin this leg of the Tournament by focusing on Saberdramon. His Meteor Stream Counter Attack affects all party members. Gururumon's Blaze Blast is very powerful, so deal with it next.

You may need to blast ShimaUnimon with a powerful hit to weaken him, allowing your weakest party member to battle him while your stronger members recoup MP and HP.

If ShimaUnimon is focusing on your one attacking Digimon, try a Counter Attack to inflict more damage with each hit. After defeating Mark Shultz, you meet your opponent for the final match of the Tournament.

JOY JOY



Enemy Digimon
Angemon

Kiwimon

Mushroomon

Attack(s)
Fireball (Paralyze),
Needle Spray
Pummel Peck,
Marching Fishes
E-Stun Blast
(Paralyze), Fungus
Cruncher

By now, your weakest party member may have faded away. The Attacks doled out by Joy Joy's group cause substantial damage. If you are down to two members of your Digimon Team, have one of your Digimon focus on each of the enemies. If you lose another Digimon before the end of the battle, at least the remaining Digimon won't have to face a completely healthy opponent.

The strongest member of your Digimon team can finish the Tournament. The battle won't be easy, but you should prevail.

TOURNAMENT 4

Fee: 2,000 BITS

Winning Rank: Rank 5 Pro Tamer

Prize: Toy Plane

Opponents: Debbie, Chris Conner, Doug Duem

DEBBIE



Enemy Digimon
MoriShellmon
J-Mojyamon

Togemon

Attack(s)
Spinning Needle
Icicle Shot,
Parameter Patch
Needle Spray
Counter Attack

Togemon is your first target. His Needle Spray Counter Attack poisons the targeted Digimon.



Focus on MoriShellmon next. His Assist allows a party member to gain Nature Effects. Finish off the battle against J-Mojyamon. If you have your Digimon group Attack each opposing Digimon one by one, you can eliminate your opponent quickly without using too much MP.

CHRIS CONNER



Enemy Digimon	Attack(s)
Bakemon	Evil Charm
Woodmon	Twig Tap
Soulmon	Evil Touch

As unassuming as Chris's Digimon look, they are a devastating combination that may be your undoing if your Digimon aren't strong enough. Woodmon and Soulmon can cripple your Digimon's HP and MP, and Bakemon's Evil Charm causes Confusion in your Digimon. Confusion causes more damage than losing MP and HP because your Digimon attack each other. Eliminate Bakemon first. Woodmon is your next target. You can always regain MP by guarding, but after HP is lost you can't get it back unless you have a Digimon with that technique.

DOUG DUEM



Enemy Digimon	Attack(s)
Tyrannomon	Blaze Blast
Centarumon	Solar Ray
Monochromon	Volcanic Strike

If you have enough HP left by the third round, you may triumph against Doug's Digimon lineup. Doug's Digimon cause 8-20 HP of damage per Attack. This is not a lot compared to other Attacks, but by this time it could be enough to keep you from winning. To recoup much-needed MP, guard when you can afford to. It takes several Attacks to defeat Doug's lineup, but you can do it if you manage your HP and MP well.

TOURNAMENT 5

Fee: 2,500 BITS
Winning Rank: Rank 6 Expert Tamer
Prize: EX Driver
Opponents: Bertran, Sheena, Mark Shultz

BERTRAN



Enemy Digimon	Attack(s)
Gatamon	Lightning Paw
Flarerizamon	Blaze Buster,
Devidramon	Meteor Wing
	Crimson Claw

Throw everything you've got at Flarerizamon to stop him from using his Assist. Flarerizamon's Assist gives Fire Power to a party member. When Flarerizamon is out of the picture, focus on eliminating Devidramon. His Crimson Claw Attack causes a amount of HP damage to any of your Digimon. Finally, have a Digimon with the largest amount of MP attack Gatamon while the other Digimon Guard to regain MP.

SHEENA



Enemy Digimon	Attack(s)
Gesomon	Coral Crusher
Devimon	Howling Blast
Guardromon	Air Attack

As strong as Guardromon's Attacks are, he's the last Digimon need to be worried about. Take out Devimon and Gesomon quickly. Devimon's Evil Touch lowers MP, and Gesomon's Coral Crusher lowers Quickness.

When you're down to Guardromon, have two of your Digimon Guard to regain MP while the third one attacks.

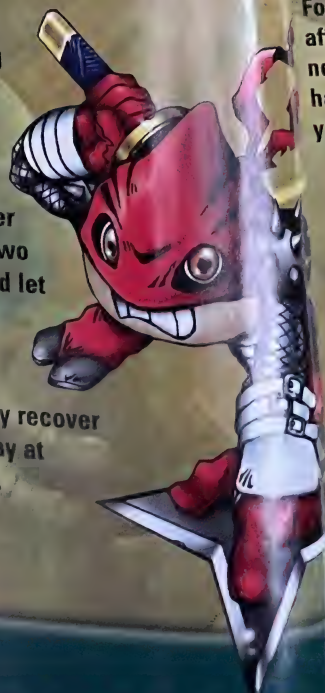
MARK SHULTZ



Enemy Digimon	Attack(s)
Saberdramon	Meteor Wing
Gururumon	Howling Blast
ShimaUnimon	Air Attack

Your Digimon lineup is tired from the previous two battles. If guarded occasionally at the end of the last round, however, you should have regained enough MP to keep all three of your Digimon in the battle. If you use your remaining MP strategically, you should win.

Start your assault against Saberdramon. His Meteor Wing attacks your entire party, causing over 10 HP damage per Digimon. With Saberdramon out of the picture, pick between Gururumon and ShimaUnimon—it doesn't matter which one you start with. Put two of your Digimon on this pair and let your third Digimon guard if it needs the rest. If you have a Digimon with a Recover HP technique, use it to secondarily recover MP while the others peck away at Gururumon and ShimaUnimon.



TOURNAMENT 6

Fee: 3,000 BITS
Winning Rank: Rank 7 Elite Tamer
Prize: Max Driver
Opponents: Debbie, Joy Joy, Chris

DEBBIE



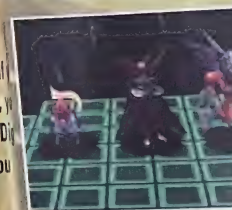
With three Mamemon, the strategy is to use your Digimon Guard to recover MP. Because the Big Bang Boost Guarding is a little risky, be

JOY JOY



Start with Etemon to stop Motivation. After he's gone, take out Angewomon.

CHRIS CONNER



Focus on Myotismon next, followed by the other Digimon. Have a Digimon that can guard your Digimon part

TOURNAMENT 6

Fee: 3,000 BITS

Winning Rank: Rank 7 Elite Tamer (a High-Ranking Tamer)

Prize: Max Driver

Opponents: Debbie, Joy Joy, Chris Conner

DEBBIE



Enemy Digimon
Three Mamemon

Attack(s)
Smiley Bomb, Giga Blaster, Big Bang Boom, Metal Fireball

With three Mamemon, the strategy is pretty straightforward. Have your Digimon Guard to recoup MP whenever you get a chance. Because the Big Bang Boom Attack affects your entire party, Guarding is a little risky, but you need the MP for later battles.

JOY JOY



Enemy Digimon
Angewomon
Lillymon
Etemon

Attack(s)
Heaven's Arrow
Flower Cannon
Concert Crush

Start with Etemon to stop his Concert Crush, which lowers Motivation. After he's gone, split your Attacks between Lillymon and Angewomon.

CHRIS CONNER



Enemy Digimon
Phantomon
Myotismon
Megadramon

Attack(s)
Shadow Scythe
Grisly Wing
Darkside Attack

Focus on Myotismon to stop his Grisly Wing Attack. It affects your entire party. Phantomon is next, followed by Megadramon. If you have a Digimon that can provide HP to your Digimon party, utilize that skill.



TOURNAMENT 7

Fee: 3,500 BITS

Winning Rank: Rank 8 Commander Tamer

Prize: Power Chip

Opponents: Brian Wiseman, Karen Bates, Zudokorn

BRIAN WISEMAN



Enemy Digimon
Garudamon
AeroVeedramon
Mammothmon

Attack(s)
Wing Blade,
Meteor Wing
V-Wing Blade
Tush Crusher

You've faced Garudamon before, and your strategy should be the same this time. Take this bad bird out first to stop his Meteor Wing, which attacks all of your party members.

Attack AeroVeedramon next, then finish off with Mammothmon. You may be able to have one or two of your stronger Digimon guard while the third attacks Mammothmon near the end of the battle.

KAREN BATES



Enemy Digimon
Megadramon
WaruMonzaemon
Tekkamon

Attack(s)
Darkside Attack
Pretty Attack
Tentacle Claw

WaruMonzaemon doesn't reduce HP as much as the other Digimon in Karen's lineup, but he lowers Motivation, and that is just as devastating. If your Digimon's Motivation is down, they cannot perform advanced Attacks. Eliminate WaruMonzaemon first.

Have one Digimon attack while the other two Guard to raise MP for the third round of this Tournament. You need a Digimon that can raise the party's HP.

Attack Megadramon next, then Tekkamon, who poses the smallest threat, so deal with him last.

ZUDOKORN



Enemy Digimon
Blossomon
Deramon
Pumpkinmon

Attack(s)
Spinning Needle,
Ninja Flower
Royal Smasher,
Pit Pelter
Trick or Treat,
Thunder Ball

Begin against Deramon. His Pit Pelter Attack affects your entire party. Blossomon's Spinning Needle and Pumpkinmon's Trick or Treat are both heavy hitting Attacks, so split your heavyweights between these two and heal your party with your third Digimon.

TOURNAMENT 8

Fee: 4,000 BITS
 Winning Rank: Rank 9 Chief Tamer
 Prize: EXP Chip
 Opponents: Guard Leaders—Skull, Vandar, Cecilia

This is the final Tournament, and certainly the toughest. The Rank 9 Tournament has some extremely tough opponents. Unless your whole Digimon party is Mega-level, this may not be the time for you to enter.

SKULL (BLACK SWORD LEADER)



Enemy Digimon
 Hagurumon

Puppetmon

DemiDevimon

Attack(s)
 Darkness Gear,
 Spiral Saw
 Puppet Pummel,
 Tomahawk Crunch
 Demi Dart, Black
 Pearl Shot

Even though Puppetmon's Tomahawk Crunch Attack affects your entire party, focus your first Attacks on DemiDevimon. His Demi Dart Attack lowers MP. When your Digimon have eliminated DemiDevimon, switch to Puppetmon, then finish off with Hagurumon. Take turns attacking Hagurumon with low-level Attacks, allowing the non-attacking Digimon time to Guard and regain MP. Damage from Hagurumon's Attacks is so minimal that you can have all three of your Digimon Guard.

VANDAR (GOLD HAWK LEADER)



Enemy Digimon
 MetalMamemon

Mamemon

PrimeMamemon

Attack(s)
 Energetic Bomb,
 Defensive Ray
 Smiley Bomb
 Smiley Warhead,
 Invincibility

This nasty little group can do a lot of damage. Take your heaviest hitters into this Tournament. You're going to need their Attack Power.

MetalMamemon's Counter Attack affects all of your party members. Even more damaging than MetalMamemon is PrimeMamemon. The Smiley Warhead Attack affects your entire party and does significant damage.

Have one of your Digimon ready to restore HP, then blast PrimeMamemon. Your Digimon lineup may suffer a couple of severe hits, so your healing Digimon plays an important part. You must keep your Digimon healthy to defeat Vandar's lineup. Attack MetalMamemon second, and save Mamemon for last. Recoup MP whenever you can.



CECILIA (BLUE FALCON LEADER)



Enemy Digimon
 Jijimon

Magnadramon

MarineAngemon

Attack(s)
 Howling Crushe
 Hung on Death
 Fire Tornado,
 Full HP Cure
 Ocean Love (L
 Motivation), C
 Flame (Revive
 party member)

MarineAngemon is your first target. His Crimson Flame Attack revives a fallen party member. Additionally, his Ocean Love lowers Motivation, preventing your Digimon from Attacking. Magnadramon's Fire Tornado Attack affects your whole party. attack him next, then finish off with Jijimon. Have your healing Digimon recoup MP whenever it can. Don't waste its MP on attacking—use it for its healing value instead.



DIGIMON

BESTIARY

THIS SECTION LISTS ALL OF THE DIGIMON AVAILABLE IN *DIGIMON WORLD 2*. THEY'RE BROKEN UP BY THEIR TYPE (DATA, VACCINE, AND VIRUS) AND LEVEL (ROOKIE, CHAMPION, ULTIMATE, AND MEGA) TO MAKE IT EASY FOR YOU TO LOCATE A SPECIFIC DIGIMON. THERE IS ALSO A LISTING OF HOW EACH DIGIMON CAN DIGIOLVE AND THE RESULTS OF DNA DIGIOLVING.

LEGEND

At	Attack
As	Assist
CA	Counter Attack
I	Interrupt

NOTE

Each Digimon has a technique that it learns when it digivolves and raises one level. You may find the same type of Digimon in the wild or at the Digimon Center with additional techniques. These are special cases in which a Digimon may have additional techniques that are not covered in the following tables.

NOTE

For each Digimon, the DNA Reference letter correlates to a point in the DNA Digivolution table at the end of this section.

VACCINE DIGIMON

KNOWN VACCINE DIGIMON

AGUMON



Type	Vaccine
Level	Rookie
DNA Reference	E
Specialty	None
Technique	Pepper Breath (At)

STATS FOCUS

HP	Normal
MP	Low
Attack	Normal
Defense	High
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0+	Greymon

BIYOMON



Type	Vaccine
Level	Rookie
DNA Reference	B
Specialty	Nature
Technique	Spiral Twister (At)

STATS FOCUS

HP	Normal
MP	Low
Attack	Normal
Defense	Normal
Speed	High

DIGIVOLUTION

DP	Resulting Digimon
0-2	Airdramon
3-5	Veedramon
6-7	Saberdramon
8+	Birdramon

CLEARAGUMON



Type	Vaccine
Level	Rookie
DNA Reference	C
Specialty	None
Technique	Small HP Cure (As)

STATS FOCUS

HP	High
MP	Normal
Attack	Low
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0-2	Angemon
3+	Piddomon

GOMAMON



Type	Vaccine
Level	Rookie
DNA Reference	F
Specialty	Water
Technique	Marching Fishes (At)

STATS FOCUS

HP	High
MP	Normal
Attack	Low
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0-2	Tortomon
3+	Ikkakumon

PENGUINMON



Type	Vaccine
Level	Rookie
DNA Reference	F
Specialty	Water
Technique	Super Slap (At)

STATS FOCUS

HP	High
MP	Normal
Attack	Normal
Defense	Normal
Speed	Low

DIGIVOLUTION

DP	Resulting Digimon
0-2	Ikkakumon
3+	Dolphmon

SNOWAGUMON



Type	Vaccine
Level	Rookie
DNA Reference	D
Specialty	Water
Technique	Hail Storm (At)

STATS FOCUS

HP	High
MP	Normal
Attack	Normal
Defense	Normal
Speed	Low

DIGIVOLUTION

DP	Resulting Digimon
0-2	Frigimon
3-5	Mojyamon
6+	Gururumon

TAPIROMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Rookie
D
Darkness
Waking Dream (At)

STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP 0-2
3-5
6-7
8+
Resulting Digimon
Unimon
ShimaUnimon
Garurumon
Apemon

DOLPHMON



Type
Level
DNA
Specialty
Technique

TENTOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Rookie
A
Nature
Super Shocker (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP 0+
Resulting Digimon
Kabuterimon

FLAMEDRAMON



Type
Level
DNA
Specialty
Technique

TOYAGLUMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Rookie
C
None
Toy Flame (At)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP 0-2
3+
Resulting Digimon
Leomon
Gatomon

FRIGIMON



Type
Level
DNA
Specialty
Technique

VEEMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Rookie
B
None
Vee Head Butt (At)

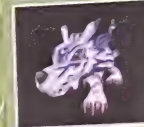
STATS FOCUS

HP Normal
MP Low
Attack Normal
Defense Normal
Speed High

DIGIVOLUTION

DP 0-3
4+
Resulting Digimon
Veedramon
Flamedramon

GARURUMON



Type
Level
DNA
Specialty
Technique

AIRDRAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
B
None
Spinning Needle (At)

STATS FOCUS

HP Normal
MP Low
Attack Normal
Defense Normal
Speed High

DIGIVOLUTION

DP 0+
Resulting Digimon
AeroVeedramon

GATOMON



Type
Level
DNA
Specialty
Technique

ANGEMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
C
None
Fist of Fate (At)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP 0-5
6+
Resulting Digimon
Andromon
MagnaAngemon

GREYMON



Type
Level
DNA
Specialty
Technique

APEMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
D
None
Mega Bone Stick (At)

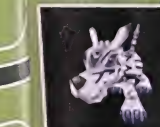
STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP 0+
Resulting Digimon
Mammothmon

GURURUMON



Type
Level
DNA
Specialty
Technique

BIRDRAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
B
Fire
Meteor Wing (At)

STATS FOCUS

HP Normal
MP Low
Attack Normal
Defense Normal
Speed High

DIGIVOLUTION

DP 0+
Resulting Digimon
Garudamon

IKKAKUMON



Type
Level
DNA
Specialty
Technique

DOLPHMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
F
Water
Pulse Blast (At)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0+ Whamon

FLAMEDRAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
B
Fire
Flaming Rocket (At)

STATS FOCUS

HP Normal
MP Low
Attack Normal
Defense Normal
Speed High

DIGIVOLUTION

DP Resulting Digimon
0-5 AeroVeedramon
6+ Raidramon

FRIGIMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
D
Water
Subzero Ice Punch (At)

STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP Resulting Digimon
0+ Monzaemon

GARURUMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
D
None
Howling Blaster (At)

STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP Resulting Digimon
0+ WereGarurumon

GATOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
C
None
Lightning Paw (At)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0+ Angewomon

GREYMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
E
None
Nova Blast (At)

STATS FOCUS

HP Normal
MP Low
Attack Normal
Defense High
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0-5 MetalGreymon
6-8 MasterTyranomon
9+ SkullGreymon

GURURUMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
D
None
Anti-Dote (As)

STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP Resulting Digimon
0+ WereGarurumon

IKKAKUMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
F
Water
Harpoon Torpedo (At)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0-5 Whamon
6+ Zudomon

KABUTERIMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
A
Nature
Electro-Shocker (II)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
MegaKabuterimon

LEOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
C
None
Beast King Fist (CA)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Panjyamon

MOJYAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
D
None
Icicle Shot (At)

STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Greymon

PIDDOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
C
None
Mega Heal (As)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0-5 Resulting Digimon
6+ MagnaAngemon
Giromon

SABERDRAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
B
None
Anti-Confusion (As)

STATS FOCUS

HP Normal
MP Low
Attack Normal
Defense Normal
Speed High

DIGIVOLUTION

DP
0+ Resulting Digimon
Garudamon

SHIMAUNIMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
D
None
Anti-Freeze (As)

STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Mammothmon

TORTOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
F
Water
Strong Carapace (At)

STATS FOCUS

HP High
MP Normal
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Zudomon

UNIMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
E
None
Air (At)

STATS FOCUS

HP High
MP Normal
Attack Normal
Defense Normal
Speed Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Mammothmon

VEEDRAMON



Type
Level
DNA Reference
Specialty
Technique

AEROVEEDRAMON



Type
Level
DNA Reference
Specialty
Technique

ANDROMON



Type
Level
DNA Reference
Specialty
Technique

ANGEWOMON



Type
Level
DNA Reference
Specialty
Technique

GARUDAMON



Type
Level
DNA Reference
Specialty
Technique

GIROMON



Type
Level
DNA Reference
Specialty
Technique

MAGNAANGEMON



Type
Level
DNA Reference
Specialty
Technique

MAMMOTHMON



Type
Level
DNA Reference
Specialty
Technique

VEEDRAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Champion
B
None
V-Nova Blast (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
Normal
High

DIGIVOLUTION

DP
0+

Resulting Digimon
AeroVeedramon

AEROVEEDRAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
B
None
V-Wing Blade (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
Normal
High

DIGIVOLUTION

DP
0+

Resulting Digimon
Phoenixmon

ANDROMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
C
Machine
Lightning Blade (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Low
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Seraphimon

ANGEWOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
C
None
Heaven's Arrow (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Low
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Magnadramon

GARUDAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
B
Nature
Wing Blade (I)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
Normal
High

DIGIVOLUTION

DP
0+

Resulting Digimon
Phoenixmon

GIROMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
C
Machine
Big Bang Boom (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Low
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Seraphimon

MAGNAANGEMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
C
None
HP Recovery (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Low
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Seraphimon

MAMMOTHMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
D
None
Tusk Crusher (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Normal
Normal
Low

DIGIVOLUTION

DP
0+

Resulting Digimon
SkullMammothmon

MASTERTYRANNOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
E
None
Zen Recovery (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
High
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
WarGreymon

MEGAKABUTERIMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
A
Nature
Horn Buster (I)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
HerculesKabuterimon

METALGREYMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
D
Machine
Giga Blaster (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
High
Normal

DIGIVOLUTION

DP
20+

Resulting Digimon
Omnimon

MONZAEMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
D
None
Virus Attack (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Normal
Normal
Low

DIGIVOLUTION

DP
0+

Resulting Digimon
Jijimon

PANJYAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
C
None
Lightning Blast (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
Normal
High

DIGIVOLUTION

DP
0-7
8+

Resulting Digimon
Phoenixmon
Imperialdramon

RAIDRAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
B
None
Lightning Blast (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
Normal
High

DIGIVOLUTION

DP
0-7
8+

Resulting Digimon
Phoenixmon
Imperialdramon

WEREGARURUMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
D
None
Wolf Claw (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Normal
Normal
Low

DIGIVOLUTION

DP
0-7
8+

Resulting Digimon
SkullMammothmon
MetalGarurumon

WHAMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
F
Water
Tidal Wave (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Low
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
MarineAngemon

ZUDOMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Ultimate
F
Water
Vulcan's Hammer (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Low
Normal
Normal

DIGIVOLUTION

DP
0-8
9+

Resulting Digimon
Preciomon
MarineAngemon

HERCULESKABUTERIMON



Type
Level
DNA
Specialty
Technique

IMPERIALDRAMON



Type
Level
DNA
Specialty
Technique

JIJIMON



Type
Level
DNA
Specialty
Technique

MAGNADRAMON



Type
Level
DNA
Specialty
Technique

MARINEANGEMON



Type
Level
DNA
Specialty
Technique

OMNIMON



Type
Level
DNA
Specialty
Technique

PHOENIXMON



Type
Level
DNA
Specialty
Technique

SERAPHIMON



Type
Level
DNA
Specialty
Technique

NEO KABUTERIMON



Type	Vaccine
Level	Mega
DNA Reference	A
Specialty	Nature
Technique	Giga Scissor Claw (R)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Normal
Speed	Normal

EXAMPLE DIGIVOLUTION:

Tentomon → Kabuterimon →
MegaKabuterimon → HurricaneKabuterimon

VEEMON



Type	Vaccine
Level	Mega
DNA Reference	B
Specialty	None
Technique	Mega Fire (At)

STATS FOCUS

HP	Normal
MP	Low
Attack	Normal
Defense	Normal
Speed	High

EXAMPLE DIGIVOLUTION:

Veemon → Flamedramon → Raidramon →
Imperialdramon

SNOW AGUMON



Type	Vaccine
Level	Mega
DNA Reference	D
Specialty	None
Technique	Hung on Death (As)

STATS FOCUS

HP	High
MP	Normal
Attack	Normal
Defense	Normal
Speed	Low

EXAMPLE DIGIVOLUTION:

SnowAgumon → Mojiyamon →
Monzaemon → Jijimon

MAGNADRAMON



Type	Vaccine
Level	Mega
DNA Reference	C
Specialty	None
Technique	Fire Tornado (At)

STATS FOCUS

HP	High
MP	Normal
Attack	Low
Defense	Normal
Speed	Normal

EXAMPLE DIGIVOLUTION:

ToyAgumon → Gatemon → Angewomon →
MagnaDrakon

WATER ANGEMON



Type	Vaccine
Level	Mega
DNA Reference	F
Specialty	Water
Technique	Ocean Love (At)

STATS FOCUS

HP	High
MP	Normal
Attack	Low
Defense	Normal
Speed	Normal

EXAMPLE DIGIVOLUTION:

Agumon → Greymon → MetalGreymon →
Omnimon

OMNIMON



Type	Vaccine
Level	Mega
DNA Reference	E
Specialty	None
Technique	Transcend Sword (At)

STATS FOCUS

HP	Normal
MP	Low
Attack	Normal
Defense	High
Speed	Normal

EXAMPLE DIGIVOLUTION:

Agumon → Greymon → MetalGreymon →
Omnimon

PHOENIXMON



Type	Vaccine
Level	Mega
DNA Reference	E
Specialty	None
Technique	Pepper Breath (At)

STATS FOCUS

HP	Normal
MP	Low
Attack	Normal
Defense	Normal
Speed	High

EXAMPLE DIGIVOLUTION:

Veemon → Veedramon → AeroVeedramon →
Phoenixmon

SERAPHIMON



Type	Vaccine
Level	Mega
DNA Reference	C
Specialty	None
Technique	Full HP Cure (As)

STATS FOCUS

HP	?
MP	?
Attack	?
Defense	?
Speed	?

EXAMPLE DIGIVOLUTION:

ClearAgumon → Angemon → Andromon →
Seraphimon

SKULLMAMMOTHMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Mega
D
Darkness
S-Bone Crusher (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Normal
Normal
Normal
Low

EXAMPLE DIGIVOLUTION

Tapirmon → Unimon → Mammothmon

WARGREYMON



Type
Level
DNA Reference
Specialty
Technique

Vaccine
Mega
E
None
Terra Force (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Low
Normal
High
Normal

EXAMPLE DIGIVOLUTION

Agumon → Greymon → MetalGreymon

PALMON



Type
Level
DNA Reference
Specialty
Technique

PATAMON



Type
Level
DNA Reference
Specialty
Technique

DATA DIGIMON

CANDLEMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
G
Fire
Flame Bomber (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
High
Normal
Low

DIGIVOLUTION

DP Resulting Digimon
0-2 Tankmon
3-5 Meramon
6+ Clockmon

AKATORIMON



Type
Level
DNA Reference
Specialty
Technique

CRABMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
N
Water
Scissor Magic (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
High
Low
Normal
Normal

DIGIVOLUTION

DP Resulting Digimon
0-2 Coelamon
3-5 MoriShellmon
6-7 Shellmon
8+ Seadramon

CENTARUMON



Type
Level
DNA Reference
Specialty
Technique

ELECMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
M
None
S-Thunder Smack (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
Normal
Normal

DIGIVOLUTION

DP Resulting Digimon
0-2 Tyrannomon
3-5 Flarerizamon
6+ Monochromon

CLOCKMON



Type
Level
DNA Reference
Specialty
Technique

FLORAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
J
Nature
Rain of Pollen (At)

STATS FOCUS

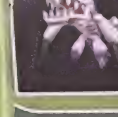
HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
Low
High

DIGIVOLUTION

DP Resulting Digimon
0-2 Kiwimon
3-5 Kokatorimon
6+ Akatorimon

COELAMON



Type
Level
DNA Reference
Specialty
Technique

GABUMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
L
None
Blue Blaster (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
High
Low

DIGIVOLUTION

DP Resulting Digimon
0-2 Centarumon
3-5 Drimogemon
6-7 NiseDrimogemon
8+ Garurumon

DRIMOGEON



Type
Level
DNA Reference
Specialty
Technique

GOTSUMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
L
Machine
Rock Fist (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
High
Low

DIGIVOLUTION

DP Resulting Digimon
0-2 Icemon
3-5 MudFrigimon
6+ J-Mojyamon

FLARERIZAMON



Type
Level
DNA Reference
Specialty
Technique

PALMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
I
Nature
Poison Ivy (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Togemon

PATAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Rookie
K
None
Boom Bubble (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Low
Normal
Normal
Normal

DIGIVOLUTION

DP
0-2
3-5
6-7
8+

Resulting Digimon
Ninjamon
Starmon
Wizardmon
Angemon

CHAMPION DATA DIGIMON

AKATORIMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
J
Nature
Zip Boom (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
Low
High

DIGIVOLUTION

DP
0+

Resulting Digimon
Piximon

CENTARUMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
L
None
Solar Ray (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

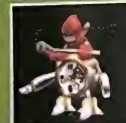
Normal
Normal
Normal
High
Low

DIGIVOLUTION

DP
N/A

Resulting Digimon
Cannot Digivolve

CLOCKMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
G
Machine
Chrono Breaker (I)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
High
Normal
Low

DIGIVOLUTION

DP
0-7
8+

Resulting Digimon
Tinmon
SkullMeramon

COELAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
N
Water
Fossil Bite (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
High
Low
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
MegaSeadramon

DRIMOGEON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
L
Machine
Iron Drill Spin (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
High
Low

DIGIVOLUTION

DP
0+

Resulting Digimon
Meteormon

FLARERIZAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
M
Fire
Blaze Buster (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
Normal
Normal

DIGIVOLUTION

DP
0-5
6+

Resulting Digimon
Triceramon
Vermilimon

ICE MON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
L
Water
Defensive Ray (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
High
Low

DIGIVOLUTION

DP
0+

Resulting Digimon
Metormon

ROCK MON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
L
None
Parameter Patch (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
High
Low

DIGIVOLUTION

DP
N/A

Resulting Digimon
Cannot Digivolve

SKY MON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
J
Nature
Pummel Peck (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
Low
High

DIGIVOLUTION

DP
0+

Resulting Digimon
Deramon

KOKATORIMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
J
Nature
Stun Flame Shot (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
Low
High

DIGIVOLUTION

DP
0-5
6+

Resulting Digimon
Deramon
Piximon

MERAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
G
Fire
Fireball (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
High
Normal
Low

DIGIVOLUTION

DP
0-5
6+

Resulting Digimon
BlueMeramon
SkullMeramon

MONOCHROMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
M
None
Volcanic Strike (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Vermilimon

MORISHELLMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
N
Nature
Nature Hit Ray (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

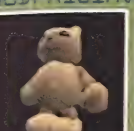
Normal
High
Low
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Scorpiomon

MUDFRIGIMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
L
None
Armor Coating (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
Normal
Normal
High
Low

DIGIVOLUTION

DP
0+

Resulting Digimon
Metormon

NINJAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
K
Nature
Ninja Knife Throw (CA)

STATS FOCUS

HP	High
MP	Low
Attack	Normal
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0+	Mamemon

NISEDRIMOGEON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
L
Machine
Mech Ray (As)

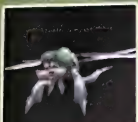
STATS FOCUS

HP	Normal
MP	Normal
Attack	Normal
Defense	High
Speed	Low

DIGIVOLUTION

DP	Resulting Digimon
0+	Meteoromon

SANDYANMAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
H
Nature
Stun Ray (As)

STATS FOCUS

HP	Normal
MP	Normal
Attack	High
Defense	High
Speed	High

DIGIVOLUTION

DP	Resulting Digimon
N/A	Cannot Digivolve

SEADRAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
N
Water
Ice Blast (At)

STATS FOCUS

HP	Normal
MP	High
Attack	Low
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0+	MegaSeadramon

SHELLMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
N
Water
Hydro Blaster (At)

STATS FOCUS

HP	Normal
MP	High
Attack	Low
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0+	Scorpiomon

STARMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
K
None
Meteor Stream (CA)

STATS FOCUS

HP	High
MP	Low
Attack	Normal
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0-5	Mamemon
6-7	MetalMamemon
8+	Digitamamon

TANKMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
G
Machine
Hyper Cannon (At)

STATS FOCUS

HP	Normal
MP	Normal
Attack	High
Defense	Normal
Speed	Low

DIGIVOLUTION

DP	Resulting Digimon
0-5	Tinmon
6+	SkullMeramon

TOGEMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
I
Nature
Needle Spray (CA)

STATS FOCUS

HP	Low
MP	High
Attack	Normal
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP	Resulting Digimon
0-5	Pumpkinmon
6-7	Blossomon
8+	Lillymon

TYRANNOMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
M
None
Blaze Blast (At)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0-7
8+
Resulting Digimon
Triceramon
Master Tyrannomon

WIZARDMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
K
Darkness
Thunder Ball (CA)

STATS FOCUS

HP High
MP Low
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+
Resulting Digimon
Digitamamon

YANMAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
N
Nature
Thunder Ray (At)

STATS FOCUS

HP Low
MP Nature
Attack Nature
Defense Nature
Speed High

DIGIVOLUTION

DP
0+
Resulting Digimon
Pumpkinmon

BLOSSOMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
I
Nature
Ninja Flower (At)

STATS FOCUS

HP Low
MP High
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+
Resulting Digimon
Rosemon

BLUEMERAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Champion
G
Fire
MP Magic (I)

STATS FOCUS

HP Normal
MP Normal
Attack High
Defense Normal
Speed Low

DIGIVOLUTION

DP
0+
Resulting Digimon
Boltmon

DERAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
J
Nature
Royal Smasher (At)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense Low
Speed High

DIGIVOLUTION

DP
0+
Resulting Digimon
Grhyphonmon

DIGITAMAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
K
Darkness
Hyper Flashing (As)

STATS FOCUS

HP High
MP Low
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+
Resulting Digimon
SaberLeomon

LILLYMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
I
Nature
Flower Cannon (At)

STATS FOCUS

HP Low
MP High
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+
Resulting Digimon
Rosemon

MAMEMON



MEGASEADRAMON



METAL MAMEMON



METEORMON



IXIMON



PUMPKINMON



SCORPIONMON



SHUFFLERAMON



MAMEMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
K
Machine
Smiley Bomb (CA)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense High
Speed Low

DIGIVOLUTION

DP Resulting Digimon
0+ PrinceMamemon

MEGASEADRAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
N
Water
Lightning Spear (At)

STATS FOCUS

HP Normal
MP High
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0+ MetalSeadramon

METALMAMEMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
K
Machine
Energetic Bomb (CA)

STATS FOCUS

HP High
MP Low
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0-8 PrinceMamemon
9+ SaberLeomon

METEORMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
L
Machine
Invincibility (As)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense High
Speed Low

DIGIVOLUTION

DP Resulting Digimon
0-19 MetalGarurumon
20+ Baihumon

PIXIMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
J
None
Magical Tail (At)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense Low
Speed High

DIGIVOLUTION

DP Resulting Digimon
0+ Gryphonmon

PUMPKINMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
I
Darkness
Trick or Treat (At)

STATS FOCUS

HP Low
MP High
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0+ Pumpkinmon

SCORPIONMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
N
Water
Tail Blade (CA)

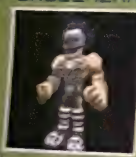
STATS FOCUS

HP Normal
MP High
Attack Low
Defense Normal
Speed Normal

DIGIVOLUTION

DP Resulting Digimon
0+ Preciomon

SKULLMERAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
G
Fire
Metal Fireball (At)

STATS FOCUS

HP Normal
MP Normal
Attack High
Defense Normal
Speed Low

DIGIVOLUTION

DP Resulting Digimon
0+ Boltmon

TINMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
G
Machine
Recovery Power (As)

STATS FOCUS

HP Normal
MP Normal
Attack High
Defense Normal
Speed Low

DIGIVOLUTION

DP N/A
Resulting Digimon
Cannot Digivolve

TRICERAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
M
None
Tri-Horn Attack (At)

STATS FOCUS

HP Normal
MP Normal
Attack High
Defense Normal
Speed Low

DIGIVOLUTION

DP 0+
Resulting Digimon
Greymon

VERMILIMON



Type
Level
DNA Reference
Specialty
Technique

Data
Ultimate
M
None
Re-Format (As)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense Normal
Speed Normal

DIGIVOLUTION

DP N/A
Resulting Digimon
Cannot Digivolve

MILK AND BAIHUMON

BAIHUMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
L
None
Kongou (As)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense High
Speed Low

EXAMPLE DIGIVOLUTION

Gotsumon → Icemon →
Meteormon → Baihumon

BOLTMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
G
Machine
Tomahawk Crunch (At)

STATS FOCUS

HP Normal
MP Normal
Attack High
Defense Normal
Speed Low

EXAMPLE DIGIVOLUTION

Candlemon → Tankmon →
Tinmon → Boltmon

GRYPHONMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
J
Nature
Legendary Blade (At)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense Low
Speed High

EXAMPLE DIGIVOLUTION

Florammon → Kiwimon → Deraimon
Gryphonmon

METALGARURUMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
L
Machine
Freeze Breath (At)

STATS FOCUS

HP Normal
MP Normal
Attack Normal
Defense High
Speed Low

EXAMPLE DIGIVOLUTION

Gotsumon → Icemon →
Meteormon → MetalGarurumon

METALSEADRAMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
N
Machine
Energy Blast (At)

STATS FOCUS

HP Normal
MP High
Attack Low
Defense Normal
Speed Normal

EXAMPLE DIGIVOLUTION

Crabmon → Coelamon →
MetalSeadramon

PRECITOMON



Type
Level
DNA Reference
Specialty
Technique

PRINCEMAMEMON



Type
Level
DNA Reference
Specialty
Technique

ROSEMON



Type
Level
DNA Reference
Specialty
Technique

CABERLEOMON



Type
Level
DNA Reference
Specialty
Technique

VIRUS

ROOKIE VIRUS

METAMON



Type
Level
DNA Reference
Specialty
Technique

EMIDEVIMON



Type
Level
DNA Reference
Specialty
Technique

OKUNEMON



Type
Level
DNA Reference
Specialty
Technique

BAZIMON



Type
Level
DNA Reference
Specialty
Technique

PRECIMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
N
Water
Sad Water Blast (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Normal
High
Low
Normal
Normal

EXAMPLE DIGIVOLUTION

Crabmon = Moribellmon =
Scorpiomon = Precimon

PRINCEMAMEMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
K
Machine
Smiley Warhead (CA)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Low
Normal
Normal
Normal

EXAMPLE DIGIVOLUTION

Patamon = Ninjamon =
Mamemon = PrinceMamemon

ROSEMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
I
Nature
Rose Spear (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
High
Normal
Normal
Normal

EXAMPLE DIGIVOLUTION

Palmon = Togemon =
Pumpkinmon = Rosemon

SABERLEOMON



Type
Level
DNA Reference
Specialty
Technique

Data
Mega
K
None
Howling Crusher (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

High
Low
Normal
Normal
Normal

EXAMPLE DIGIVOLUTION

Patamon = Starmon =
Digitamamon = Saberleomon

VIRUS DIGIMON

ROOKIE VIRUS DIGIMON

BETAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
T
None
Electric Shock (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Low
High
Normal
Normal

DIGIVOLUTION

DP
0-2
3-5
6+

Resulting Digimon
DarkTyrannomon
Darkrizamon
Tuskmon

DEMIDEVIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
R
Darkness
Demi Dart (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0-2
3+

Resulting Digimon
IceDevimon
Devimon

DOKLIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
P
Nature
Invisibility (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Low
High

DIGIVOLUTION

DP
0+

Resulting Digimon
Flym

GAZIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
R
None
E-Stun Blast (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Nagamon

CITAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
T
None
Spiral Saw (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Low
High
Normal
Normal

DIGIVOLUTION

DP
0-2
3-5
6+

Resulting Digimon
Cyclonemon
Deltamon
Devidramon

COBOLIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
S
None
Life Shield (I)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Orgemon

MACHURIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
O
Machine
Darkness Gear (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

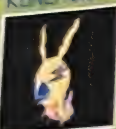
Low
Normal
High
Low
Normal

DIGIVOLUTION

DP
0
1
2-3
4-5
6+

Resulting Digimon
Numemon
Sukamon
P-Sukamon
Raremon
Guardromon

KUNEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
P
Nature
Electro Thread (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Low
High

DIGIVOLUTION

DP
0+

Resulting Digimon
Kuwagamon

MUSHROOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
Q
Nature
Fungus Cruncher (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
High
High
Normal
Low

DIGIVOLUTION

DP
0
1-3
4+

Resulting Digimon
Vegiemon
RedVegiemon
Woodmon

OTAMAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
U
Water
Stun Bubble (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
High
High
Low
Normal

DIGIVOLUTION

DP
0-2
3+

Resulting Digimon
Gekomon
Octomon

SNOWGOURIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
S
Water
Bolt Strike (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Hyogamon

SYAKOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
U
Water
Black Pearl Shot (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
High
High
Low
Normal

DIGIVOLUTION

DP
0-2
3+

Resulting Digimon
Octomon
Gesomon

BACCHIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Rookie
R
Darkness
Friendly Fire (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

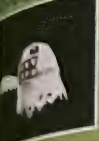
DIGIVOLUTION

DP
0-2
3+

Resulting Digimon
Bakemon
Soulmon

BACCHIMON VIRUS DIGIMON

BAKEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
R
Darkness
Evil Charm (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Phantomon

CYCLONEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
T
None
Hyper Heat (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Low
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Megadramon

DARKRIZAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
T
Darkness
Darkness Ray (As)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Low
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
ExTyrannomon

DARKTYRANNOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
T
Darkness
Fire Blast (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Low
High
Normal
Normal

DIGIVOLUTION

DP
0-5
6+

Resulting Digimon
ExTyrannomon
MetalTyrannomon

DELTAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
T
Darkness
Triple Forces (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

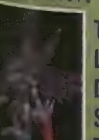
Low
Low
High
Normal
Normal

DIGIVOLUTION

DP
0-5
6+

Resulting Digimon
Megadramon
Gigadramon

DEVIDRAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
T
Darkness
Crimson Claw (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

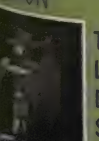
Low
Low
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Gigadramon

DEVIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
R
Darkness
Evil Touch (At)

STATS FOCUS

HP
MP
Attack
Defense
Speed

Low
Normal
High
Normal
Normal

DIGIVOLUTION

DP
0+

Resulting Digimon
Myotismon

DIGIMON DIGIMON WORLD 2

FLYMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
P
Nature
Brown Stinger (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed High

DIGIVOLUTION

DP
0+ Resulting Digimon
Okuwamon

GEKOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
U
Water
Sonic Crusher (At)

STATS FOCUS

HP Low
MP High
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
ShogunGekomon

GESOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
U
Water
Coral Crusher (At)

STATS FOCUS

HP Low
MP High
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP
0-5 Resulting Digimon
MarineDevimon
6+ WaruSeadramon

GUARDROMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
O
Machine
Protect Grenade (At)

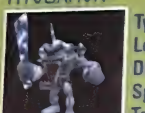
STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP
0-5 Resulting Digimon
Vademon
6-8 Garbagemon
9+ Datamon

HYOGAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
S
Water
Re-Initialize (As)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
WaruMonzaemon

ICEDEVIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
R
Water
Water Ray (As)

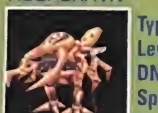
STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Myotismon

KUWAGAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
P
Nature
Scissor Claw (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed High

DIGIVOLUTION

DP
0+ Resulting Digimon
Okuwamon

NANIMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
R
None
Party Time (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Tekkamon

ALUMEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
O
Darkness
Party Time (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP N/A
Resulting Digimon
Cannot Digivolve

INSEKTOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
U
Water
Spurting Ink (At)

STATS FOCUS

HP Low
MP High
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP 0+
Resulting Digimon
Dragomon

EGGEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
S
None
Pummel Whack (CA)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP 0+
Resulting Digimon
Etemon

P-SUKAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
O
Machine
Panic Wave (As)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP 0+
Resulting Digimon
Vademon

RAREMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
O
Darkness
Buffalo Breath (CA)

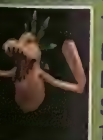
STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP 0+
Resulting Digimon
Garbagemon

REDVEGIEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
Q
Nature
Rotten Rainballs (As)

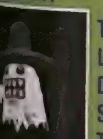
STATS FOCUS

HP Low
MP High
Attack High
Defense Normal
Speed Low

DIGIVOLUTION

DP 0+
Resulting Digimon
Cherrymon

SOULMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
R
Darkness
Necro Magic (As)

STATS FOCUS

HP Low
MP Low
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP 0+
Resulting Digimon
Phantomon

TUKAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
O
Darkness
Darkness

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP N/A
Resulting Digimon
Cannot Digivolve

TUSKMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
T
None
Slamming Tusk (At)

STATS FOCUS

HP	Low
MP	Low
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
MetalTyrannomon

VEGIEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
Q
Nature
Party Time (At)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Normal
Speed	Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Cherrymon

WOODMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
Q
Nature
Twig Tap (At)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Normal
Speed	Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Cherrymon

ULTIMATE WINGS DIGIMON

CHERRYMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
Q
Nature
Pit Pelter (At)

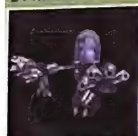
STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Normal
Speed	Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Puppetmon

DATAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
O
Machine
Digital Bomb (At)

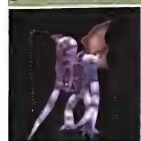
STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Low
Speed	Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

DRAGOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
U
Water
Tentacle Claw (At)

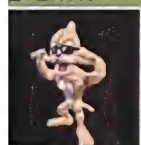
STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Low
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Pukumon

ETEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
S
None
Concert Crush (At)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
MetalEtemon

EXTYRANNOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
T
Darkness
Pretty Attack (At)

STATS FOCUS

HP	Low
MP	Low
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

TUSKMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
T
None
Slamming Tusk (At)

STATS FOCUS

HP	Low
MP	Low
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
MetalTyrannomon

VEGIEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
Q
Nature
Party Time (At)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Normal
Speed	Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Cherrymon

WOODMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Champion
Q
Nature
Twig Tap (At)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Normal
Speed	Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Cherrymon

ULTIMATE VIRUS DIGIMON

CHERRYMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
Q
Nature
Pit Pelter (At)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Normal
Speed	Low

DIGIVOLUTION

DP
0+ Resulting Digimon
Puppetmon

DATAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
O
Machine
Digital Bomb (At)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Low
Speed	Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

DRAGOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
U
Water
Tentacle Claw (At)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Low
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Pukumon

ETEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
S
None
Concert Crush (At)

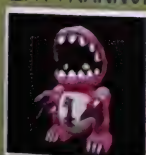
STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
MetalEtemon

EXTYRANNOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
T
Darkness
Pretty Attack (At)

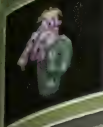
STATS FOCUS

HP	Low
MP	Low
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

JUNKCHUNKERMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
O
Darkness
Junk Chunker (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

GIGABYTEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
T
Machine
Giga Byte Wing (At)

STATS FOCUS

HP Low
MP Low
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

EVILWINDMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
U
Water
Evil Wind (At)

STATS FOCUS

HP Low
MP High
Attack High
Defense Low
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Pukumon

MEGACADRAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
T
Machine
Darkside Attack (At)

STATS FOCUS

HP Low
MP Low
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

METALTYRANNOMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
T
Machine
Fire Blast II (At)

STATS FOCUS

HP Low
MP Low
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

MYOTISMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
R
Darkness
Grisly Wing (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
VenomMyotismon

GRANBUWAGAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
P
Nature
Duo Scissor Claw (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Low
Speed High

DIGIVOLUTION

DP
0-19 Resulting Digimon
GranKuwagamon
20+ Diaboromon

PIERROTMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
R
Darkness
Shadow Scythe (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Pierrotmon

SHOGLINGERMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
U
Water
Musical Fist (At)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Low
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Pukumon

SKULLGREYMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
T
Darkness
Dark Shot (At)

STATS FOCUS

HP	Low
MP	Low
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Machinedramon

TEKKAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
R
Machine
MP Destroyer (I)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Pierrotmon

VADEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
O
None
Alien Ray (At)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Low
Speed	Normal

DIGIVOLUTION

DP
N/A Resulting Digimon
Cannot Digivolve

WARUMONZAEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
S
Darkness
Heart Break Hit (As)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Normal
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
MetalEtemon

WARUSEADRAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Ultimate
U
Water
Poison Wave (As)

STATS FOCUS

HP	Low
MP	High
Attack	High
Defense	Low
Speed	Normal

DIGIVOLUTION

DP
0+ Resulting Digimon
Pukumon

MEGA VIRUS VAGEMON

DIABOROMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
P
Darkness
Inferno Missile (At)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Low
Speed	High

EXAMPLE DIGIVOLUTION:

Kunemon → Kuwagamon →
Okuwamon → Diaboromon

GRANKUWAGAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
P
Nature
X-Scissor Claw (At)

STATS FOCUS

HP	Low
MP	Normal
Attack	High
Defense	Low
Speed	High

EXAMPLE DIGIVOLUTION:

Kunemon → Kuwagamon →
Okuwamon → Grankuwagamon

MACHINEDRAMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
T
Darkness
Giga Cannon (At)

STATS FOCUS

HP Low
MP Low
Attack High
Defense Normal
Speed Normal

EXAMPLE DIGIVOLUTION:

Agumon → Greymon →
SkullGreymon → Machinedramon

METALETEMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
S
Machine
Banana Slip (As)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

EXAMPLE DIGIVOLUTION:

Goburimon → Ogremon →
Etemon → MetalEtemon

PIEROTMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
R
Darkness
Trump Sword (At)

STATS FOCUS

HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

EXAMPLE DIGIVOLUTION:

Gazimon → Nanimon →
Tekkamon → Pierrotmon

PUKUMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
U
Water
Needle Squall (At)

STATS FOCUS

HP Low
MP High
Attack High
Defense Low
Speed Normal

EXAMPLE DIGIVOLUTION:

Otamamon → Gekomon → ShogunGekomon
→ Pukumon

PUPPETMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
Q
Nature
Puppet Pummel (At)

STATS FOCUS

HP Low
MP High
Attack High
Defense Normal
Speed Low

EXAMPLE DIGIVOLUTION:

Mushroomon → Vegiemon →
Cherrymon → Puppetmon

VENOMMYOTISMON



Type
Level
DNA Reference
Specialty
Technique

Virus
Mega
R
Darkness
Venom Infusion (I)

STATS FOCUS

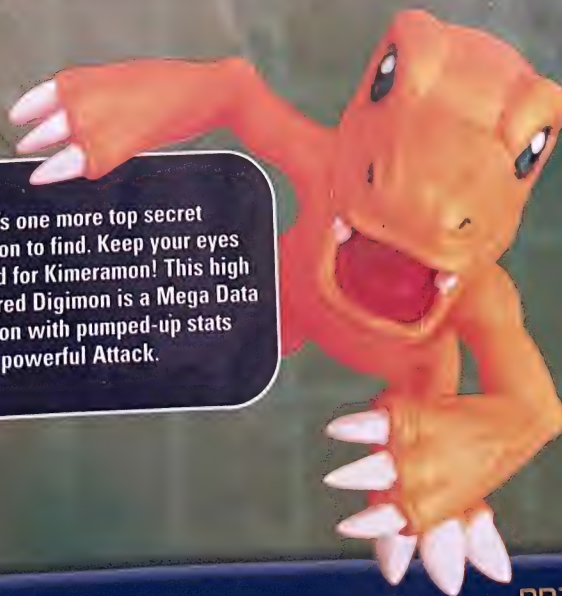
HP Low
MP Normal
Attack High
Defense Normal
Speed Normal

EXAMPLE DIGIVOLUTION:

DemiDevimon → Devimon →
Myotismon → VenomMyotismon



There's one more top secret Digimon to find. Keep your eyes peeled for Kimeramon! This high powered Digimon is a Mega Data Digimon with pumped-up stats and a powerful Attack.

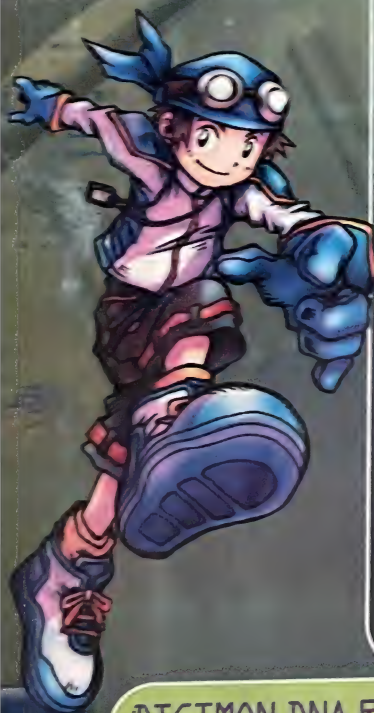




PRIMA'S OFFICIAL STRATEGY GUIDE

DNA DIGIVOLVING YOUR DIGIMON

To use the following table, locate the DNA Reference letter for the two Digimon you plan to DNA digivolve, then find those letters on the top and side of the table. The letter at the intersection of the two lines is the Type of Digimon that results. Remember that the new Digimon will be one level lower than the weaker parent was.



DNA DIGIVOLUTION

DNA DIGI EVOLUTION																							
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U		
A	A	A	A	A	A	F	G	J	HJ	HJ	HJ	HJ	HJ	N	A	A	A	A	A	A	F		
B		B	B	B	B	B	J	J	I	J	J	J	J	J	B	A	A	B	B	B	B		
C			C	C	C	F	L	J	I	J	K	K	K	N	D	A	A	C	C	C	F		
D				D	D	D	L	J	L	J	K	L	L	L	D	A	D	C	D	D	D		
E					E	E	M	J	N	J	K	L	M	M	E	A	F	C	D	E	E		
F						F	N	N	N	J	N	L	M	N	F	F	F	F	D	E	F		
G							G	G	G	J	L	L	M	N	O	O	O	S	S	T	U		
H								J	J	J	J	J	J	N	O	P	P	P	P	P	U		
I									I	I	I	L	N	N	O	P	Q	Q	S	U	U		
J										J	J	J	J	J	P	P	Q	P	P	P	P		
K											K	K	K	N	S	P	Q	R	R	R	U		
L												L	L	L	S	P	S	R	S	S	S		
M													M	M	T	P	U	R	S	T	T		
N															N	U	U	U	U	S	T	U	
O																O	O	O	S	S	T	U	
P																	P	P	P	P	P	U	
Q																			Q	Q	S	U	U
R																				R	R	R	U
S																					S	S	S
T																						T	T
U																							U

DIGIMON DNA REFERENCE LETTERS

- A** Tentomon (R)
Kabuterimon (C)
MegaKabuterimon (U)
HerculesKabuterimon (M)
- B** Biyomon (R)
Veemon (R)
Airdramon (C)
Saberdramon (C)
Birdramon (C)
Veedramon (C)
Flamedramon (C)
AeroVeedramon (U)
Garudamon (U)
Raidramon (U)
Imperialdramon (M)
Phoenixmon (M)
- C** ClearAgumon (R)
ToyAgumon (R)
Angemon (C)

- Gatamon (C)
Piddomon (C)
Leomon (C)
Andromon (U)
Angewomon (U)
Giromon (U)
Panjyamon (U)
MagnaAngemon (U)
Seraphimon (M)
Magnadramon (M)
- D** Tapirmon (R)
SnowAgumon (R)
Garurumon (C)
Gururumon (C)
ShimaUnimon (C)
Apemon (C)
Mojoyamon (C)
Frigimon (C)
Unimon (C)

- Mammothmon (U)
Monzaemon (U)
WereGarurumon (U)
Jijimon (M)
SkullMammothmon (M)
- E** Agumon (R)
Greymon (C)
MasterTyrannomon (U)
MetalGreymon (U)
WarGreymon (M)
Omnimon (M)
- F** Gomamon (R)
Penguinmon (R)
Ikkakumon (C)
Tortomon (C)
Dolphmon (C)
Zugomon (U)
Whamon (U)
MarineAngemon (M)

- G** Candlemon (R)
Clockmon (C)
Tankmon (C)
Meramon (C)
SkullMeramon (U)
Tinmon (U)
BlueMeramon (U)
Boltmon (M)
- H** SandYanmamon (C)
Yanmamon (C)
- I** Palmon (R)
Togemon (C)
Pumpkinmon (U)
Blossomon (U)
Lillymon (U)
Rosemon (M)
- J** Floramon (R)
Akatorimon (C)
Kiwimon (C)

- Kokatorimon (C)
Deramon (U)
Piximon (U)
Gryphonmon (M)
- K** Patamon (R)
Ninjamon (C)
Wizardmon (C)
Starmon (C)
Digitamamon (U)
Mamemon (U)
MegaSeadramon (U)
MetalMamemon (U)
SaberLeomon (M)
PrinceMamemon (M)
- L** Gabumon (R)
Gotsumon (R)
Icemon (C)
Centarumon (C)
J-Mojoyamon (C)

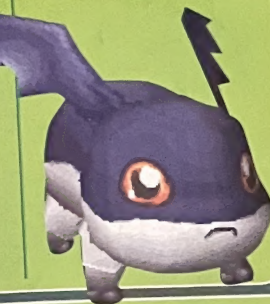
DIGIMON DNA REFERENCE LETTERS (CONTINUED)

MudFrigimon (C)
 Drimogemon (C)
 NiseDrimogemon (C)
 Meteormon (U)
 Baihomon (M)
 MetalGarurumon (M)
M Elecmon (R)
 Tyrannomon (C)
 Flarerizamon (C)
 Monochromon (C)
 Vermilimon (U)
 Triceramon (U)
N Crabmon (R)
 Seadramon (C)
 Coelamon (C)
 Shellmon (C)
 MoriShellmon (C)
 Scorpimmon (U)
 Precigimon (M)
 MetalSeadramon (M)
O Hagurumon (R)
 Guardromon (C)
 Sukamon (C)

Numemon (C)
 P-Sukamon (C)
 Raremon (C)
 Garbagemon (U)
 Datamon (U)
 Vademon (U)
P Kunemon (R)
 Dokumemon (R)
 Kuwagamon (C)
 Flymon (C)
 Okuwamon (U)
 GranKuwagamon (M)
 Diaboromon (M)
Q Mushroomon (R)
 Woodmon (C)
 Vegiemon (C)
 RedVegiemon (C)
 Cherrymon (U)
 Puppetmon (M)
R Gazimon (R)
 Tsukaimon (R)
 DemiDevimon (R)
 IceDevimon (C)

Soulmon (C)
 Devimon (C)
 Nanimon (C)
 Bakemon (C)
 Myotismon (U)
 Tekkamon (U)
 Phantomon (U)
 VenomMyotismon (M)
 Piedmon (M)
S Goburimon (R)
 SnowGoburimon (R)
 Ogremom (C)
 Hyogamon (C)
 Etemon (U)
 WaruMonzaemon (U)
 MetalEtemon (M)
T Gizamon (R)
 Tattamon (R)
 Cyclonemon (C)
 DarkTyrannomon (C)
 Darkkrazimon (C)
 Tuskmon (C)

Devidramon (C)
 Deltamon (C)
 ExTyrannomon (U)
 Gigadramon (U)
 SkullGreymon (U)
 Megadramon (U)
 MetalTyrannomon (U)
 Machinedramon (M)
U Otamamon (R)
 Syakomon (R)
 Octomon (C)
 Gekomon (C)
 Gesomon (C)
 Dragomon (U)
 ShogunGekomon (U)
 MarineDevimon (U)
 WaruSeadramon (U)
 Pukumon (M)



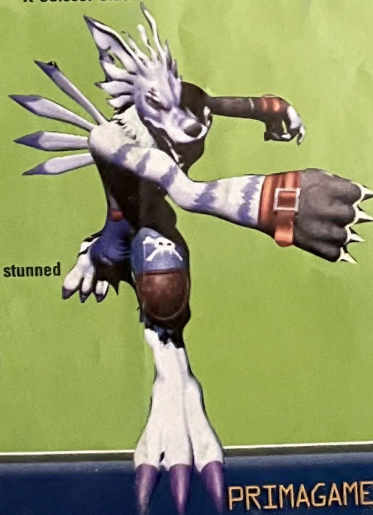
DIGIMON TECHNIQUES

DIGIMON ATTACK TECHNIQUES

Technique	MP	Description
Air Attack	8	Shoots an air burst
Alien Ray	20	Fires a ray beam
Big Bang Boom	40	Throws grenades at all foes
Black Pearl Shot	40	Fires a ray beam
Blaze Blast	10	Shoots a breath of fire
Blue Blaster	4	Shoots a fireball
Bolt Strike	6	Fires a frozen missile
Boom Bubble	6	Shoots a boom bubble
Brown Stinger	12	Shoots Poison Needles
Concert Crush	18	Foe can't use power techs
Coral Crusher	12	Slows enemy down
Crimson Claw	18	Confuse, poison & stun foe
Dark Shot	20	Fires an organic missile
Darkness Gear	8	Fires a gear
Darkside Attack	20	Foes can't recover HP
Demi Dart	8	Lowers enemy MP a little
Digital Bomb	30	Tosses small bombs on all foes
Duo Scissor Claw	36	Lowers all foes' defensive power
Electric Shock	8	Fires an electric burst
Electro Thread	8	Shoots electro threads
Energy Blast	60	Shoots energy blasts at foe
E-Stun Blast	8	Stuns foe with a blast
Evil Charm	12	Fade away spell confusion
Evil Touch	12	Lowers enemy's MP
Evil Wind	36	Slows enemy down
Fire Blast	22	Shoots flame at all foes
Fire Blast II	20	Fires an organic missile
Fire Tornado	80	Shoots energy at all foes
Fireball	12	Shoots a fire punch
Fist of Fate	10	Throws a light-speed punch
Flame Bomber	6	Shoots a fireball
Flaming Rocket	12	Shoots a blazing missile
Flower Cannon	16	Fires flower energy blast
Fossil Bite	8	Attacks with claws
Freeze Breath	60	Frozen breath hits all foes
Friendly Fire	4	Enemies attack themselves
Giga Blaster	18	Fires an organic missile
Giga Byte Wing	20	Foes can't regain status
Giga Cannon	60	Attacks until MP runs out
Grisly Wing	40	Attacks foe with flying bats
Hail Storm	12	Attacks with a hail storm
Harpoon Torpedo	10	Shoots a horn missile
Heaven's Arrow	16	Shoots a light-speed arrow
Howling Blaster	12	Shoots blue flame
Howling Crusher	30	No counter, claw attack
Hydro Blaster	10	Shoots high-pressure water
Hyper Cannon	10	Fires a cannon

Technique	MP	Description
Hyper Heat	10	Shoots a super hot blast
Ice Blast	18	Shoots ice blades at all foe
Icicle Shot	10	Shoots an icicle at foe
Inferno Missile	80	Fires missiles at all foes
Iron Drill Spin	10	Attacks with an iron drill
Junk Chunker	12	Shoots poop at enemies
Legendary Blade	70	Sonic attack on all foes
Lightning Blade	24	Energy blade hits all foes
Lightning Blast	20	Fires an electric burst
Lightning Paw	10	Attacks with claws
Lightning Spear	16	Fires a lightning bolt
Magical Tail	18	Throws a spear
Marching Fishes	6	Small fish storm attack
Mega Bone Stick	14	Attacks all foes with needles
Mega Fire	84	Energy blast all foes
Metal Fireball	32	Shoots hot metal on all foes
Meteor Wing	18	Fire wings attack all foes
Musical Fist	12	Foes may recover with this
Needle Squall	80	Shoots spines at all foes
Ninja Flower	30	Shoots flower shurikens
Nova Blast	12	Attacks with a fire blast
Ocean Love	30	Disables foe's strong techs
Party Time	10	Boosts power if poisoned
Pepper Breath	8	Shoots a fireball
Pit Pelter	12	Drains enemy HP
Poison Ivy	8	Poisons foe with poison ivy
Pretty Attack	20	Disables foe's strong techs
Protect Grenade	12	Fires a homing missile
Pulse Blast	12	Lowers foe's offense power
Pummel Peck	10	Sends a mini-Kiwimon
Puppet Pummel	32	Explosive hammer attack
Rain of Pollen	6	Covers enemy with pollen
Rock Fist	8	Shoots Big Rock at enemy
Rose Spear	60	Hosomi punch all enemies
Royal Smasher	14	Shoots egg at enemies
Sad Water Blast	80	Hits all foes with sad water
S-Bone Crusher	70	Spinning bone hits all foes
Scissor Claw	12	Lowers foe's defense power
Scissor Magic	6	Scissors attack
Shadow Scythe	20	Automatic re-attack if foe is stunned
Slamming Tusk	12	Throws a quick punch
Solar Ray	8	Fires an energy burst
Sonic Crusher	12	Sonic blow confuses foe
Spinning Needle	10	Hits enemy harder if resting
Spiral Saw	8	Attack with back fin
Spiral Twister	6	Shoots a fireball
Spurting Ink	10	Fires black ink shots

Technique	MP	Description
S-Thunder Smack	6	Hits foe with lightning bolt
Strong Carapace	12	Shoots horns at all foes
Stun Bubble	8	Confuses foes with bubbles
Stun Flame Shot	12	Stuns foe with a flame
Subzero Ice Punch	10	Power-up with repeated use of the attack
Super Shocker	6	Shoots static electricity
Super Slap	6	Slaps an enemy
Tentacle Claw	16	Throws a 3-point spear
Terra Force	40	Fires powerful energy shots
Thunder Ray	10	Fires a thunder bolt
Tidal Wave	36	Lowers all foes' offensive power
Tomahawk Crunch	60	Throws axes at all enemies
Toy Flame	6	Shoots flame blocks
Transcend Sword	38	Powerful on resting enemy
Trick or Treat	30	Hits all foes with no defense
Tri-Horn Attack	16	Attacks with a horn
Triple Forces	18	Fires energy bursts at all foes
Trump Sword	30	Unstoppable sword throw
Tusk Crusher	18	Crushes all foes
Vee Head Butt	8	Head butt attack
V-Nova Blast	10	Hits foes about to counter
Volcanic Strike	12	Shoots fireballs
Vulcan's Hammer	28	Hits all foes with a hammer
V-Wing Blade	16	Hits resting enemy harder
Waking Dream	4	Nightmare attacks a foe
Wolf Claw	16	Attacks with claws
X-Scissor Claw	40	Attacks with claw



DIGIMON COUNTER ATTACK TECHNIQUES

Technique	MP	Description
Beast King Fist	12	Damage return on counter attack
Buffalo Breath	10	Confuses foe on counter attack
Energetic Bomb	20	Counter attack hits all foes
Meteor Stream	12	Counter attack hits all foes
Needle Spray	10	Counter attack with poison
Pommel Whack	20	Uses foe's MP for Counter
Smiley Bomb	16	Causes more damage as a counter attack
Smiley Warhead	40	Counter attacks all foes
Tail Blade	18	Avoids attack while resting
Thunder Ball	10	Stuns foe in counter attack

DIGIMON INTERRUPT TECHNIQUES

Technique	MP	Description
Chrono Breaker	14	Delays foe's attacks
Electro-Shocker	12	Lowers power of foe's attack
Giga Scissor Claw	40	Disables enemy attack
Horn Buster	20	Lowers offensive power greatly
Life Shield	6	Defends Digimon
MP Destroyer	12	Weakens foe's attack, Digimon gain MP
MP Magic	4	Recovers MP used for tech
Venom Infusion	40	Stuns enemy with fear
Wing Blade	20	Fires a vacuum blade

DIGIMON ASSIST TECHNIQUES

Technique	MP	Description
Anti-Confusion	12	Cures confusion
Anti-Dote	10	Cures poison
Anti-Freeze	12	Cures paralysis
Armor Coating	10	Boosts Digimon's attack power
Banana Slip	60	Trips all resting enemies
Blaze Buster	10	Add flame effects to attack
Crimson Flame	50	Full HP restoration
Darkness Ray	10	Learn Dark Power attacks
Defensive Ray	10	Boosts your defense power
Full HP Cure	80	Full HP restoration
Full Recovery	18	Full HP restoration
Fungus Cruncher	8	Poisons foe
Heart Break Hit	36	Weakens all data Digimon
HP Recovery	24	Full HP restoration
Hung on Death	20	Revives zombied Digimon
Hyper Flashing	36	Weakens all vaccine Digimon
Invincibility	20	Makes your Digimon unbeatable
Invisibility	8	Excludes from enemy attack
Kongou	16	Makes Digimon unbeatable during own turn
Mech Ray	10	Gives you mech effects powers
Mega Heal	12	Recovers a Digimon's HP
Nature Hit Ray	10	Adds nature effects on Digimon
Necro Magic	0	Sucks MP of stunned Digimon
Panic Wave	10	Confuses foe
Parameter Patch	12	Recovers Digimon parameters
Poison Wave	26	Gives you poison FX powers
Recovery Power	36	Cures confusion, poison, stun
Re-Format	40	Resets all foe's parameters
Re-Initialize	12	Resets foe's first parameters
Rotten Rainballs	8	Add poison FX to attack
Small HP Cure	6	Small HP recovery
Stun Ray	10	Adds stun effect to attack
Virus Attack	36	Weakens all Virus Digimon
Water Ray	10	Adds water FX to attack
Zen Recovery	40	Full parameter recovery
Zip Boom	12	Boosts Digimon's speed





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Platform: PlayStation® game console

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Comprehensive coverage on digivolving your Digimon



Secrets of DNA digivolving



List of all Digimon and Digi-Beetle Items



Battle tactics for all Domain Bosses

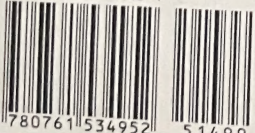
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